MORTAL KOMBAT II

EXCLUSIVE PREVIEW GUIDE

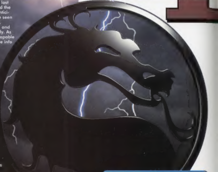
MEAN MACHINES SEGA

Not content with bringing you the first pics of Mortal Kombat II for the Megadrive, MEAN MACHINES SEGA is proud to present the first full preview of what is surely the hottest game of the year...

MORTAL II

It has been in development for eighteen months, and MEAN MACHINES SEGA has been there every step of the way. It is a conversion everyone has been waiting for — and one we know inside out. It is, of course, Acclaim's forthcoming conversion of Midway's Mortal Kombat II coin-op. Now, after showing you the first screenshots last issue, we go right behind the scenes of this eagerly-anticipated conversion. We've seen every character, Fatality, Babality and Friendship, and we've played it constantly. As such, we're more than capable of divulging the complete info on the Megadrive and Game Gear versions of Mortal Kombat II. But first: the scenario...

Having failed to unleash chaos upon the Earth by seizing control of the yearly Shaolin tournament, Shang Tsung has returned from his humiliating defeat at Liu Kang's hands to the Outworld to face the wrath of his Dark Lord, Shao Kahn. Bargaining for his life, Tsung begs Kahn for forgiveness. Kahn grants him with a second chance, realising another tournament would be an opportune chance for his opponents to wipe each other out, Tsung, however, is aghast when Khan regenerates him into a younger form and forces him to enter, too. With fighters from Khan's Outworld sizing up against the surviving contenders from Earth, the tournament begins in a number of Kahn's Outworld lairs. The same rules apply, but this time the champion will end up going face-to-face with Kahn himself...



1-2 PLAYERS

RELEASE	SEPTEMBER
BY	ACCLAIM
PRICE	TBA
GAME TYPE	BEAT' EM UP

PERCENT COMPLETE

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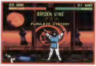
KOMBAT

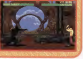
COIN-OP QUALITY?

The one thing everybody wants to know about the conversion is HAS IT GOT EVERYTHING FROM THE COIN-OP IN IT? Well, as near as dammit, yep. Probe have managed to cram every Fatality, Bability and Friendship into the game, and every fighter has retained their full complement of in-bout moves — including Kitana's fan lifts, Kung Lao's hat-related antics and the pit and spike fatalities. In terms of appearance, the animation and moves are virtually identical to that of the coin-op with just the odd frame lost along the way, and a few post-Fatality blood splats dropped due to the Megadrive's relatively humble sprite system. Similarly, Probe have taken the original samples used in the coin-op, and recreated them in full, along with the game's assorted in-game tunes.



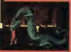
SECRET FIGHTERS

Hidden away deep within Khan's coin-op domain lurk three secret fighters — all of whom have made it into the Megadrive version. Shady replicas of existing fighters, they masquerade under the names of Jade, Smoke (who lives up to his name), and Noob Sairot. The former pair have appeared in every version of the MK2 coin-op, whilst the latter was a new edition for V.3 versions of the cabinet.



FINISH HIM!

One of the reasons the original Mortal Kombat did so well for itself was because of the novelty of the death-dealing special moves. For this sequel, however, in addition to the assorted Fatalities each character has at their disposal, Midway also used the sequel to introduce two new ideas: Babalities and Friendships. Both are effected using a sequence

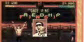


FATALITIES

As in the original, the victor walks towards their opponent and performs the Fatality moves. Depending on the proximity of the player to their opponent, the loser should then be dispatched in a suitably enjoyable way! Each character has two Fatality moves.

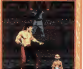
FRIENDSHIPS

'All's fair in love and war.' Rubbish. Despite the friendly overtone to this finishing move, it basically ends with the victor being nice to his opponent, and smugly offering them a token of friendship.



BABALITIES

Ever wanted to see Baraka in nappies? Hmmm, weird. Babalities are a nice humorous touch which see the loser reduced to infant form whilst the victor crows over their loss of years.



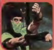
PIT FATALITIES

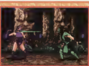
Only applicable within the pit level (funnily enough), the pit Fatalities work in one of two ways. The loser is either kocked into the green ooze in the backdrop, or they drop from the screen and drop into a 3D screen until they land in a broken mess at the bottom.

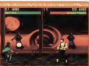
IN THE RED CORNER...

The coin-op's fighters have all survived the transition from the arcade to the Megadrive with no noticeable omissions. Midway's programming team put together a series of scenarios for each character, all of which tie in with the on-going theme of an Outworld invasion with keeps cropping up throughout the game. As such, whilst the likes of Liu Kang and Raiden fight for the forces of good, Shang Tsung is most definitely out to unleash chaos upon the Earth. Others, however, have more dubious motives...

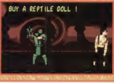
REPTILE

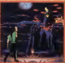






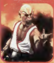
Following his cameo appearances in the first game, Reptile has now been fleshed out into a full-fledged combatant. A mixture of everything good about Sub-Zero and Scorpion, he has a disgusting line in mucus snorting and a 'Power Ball' moves which starts of harmless enough, but knocks opponents for six.



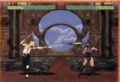


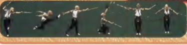
Ouch, I bet that hurts...

BARAKA



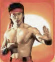
A resident of Shang Tsung's homeworld, Baraka is a member of a nomadic band of mutants constantly roaming the planet's wastelands. His reputation as an unpredictable fighter prone to devastating fits of anger didn't take long to reach Shao Kahn who promptly enlisted him in his demonic army. He is a master of knife-wielding and jumping moves and is an incredibly agile combatant.



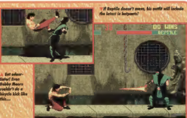


That's one in the eye for Mileena — literally!

LIU KANG



Another refugee from the first game, Kang proved himself to be the ultimate fighter in the first game and was responsible for defeating Shang Tsung in the final battle. Once again, he has been summoned to defeat the evil Outworlders — but has vowed to make it permanent this time...

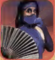


▼ If Reptile doesn't move, his outfit will include the latest in hotpants!

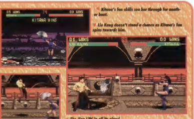
▲ Eat odour-Eater! Even Bobby Moore couldn't do a bicycle kick like this....

▲ Liu Kang gets to grips with some of his in-game moves.

KITANA



Shao Kahn's personal assassin has a background shrouded in mystery. Armed with razor-sharp fans she has perfected a series of multi-hit combination moves which can halve an opponent's energy almost immediately. Kahn's implicit trust of his beautiful assassin is now strained, though, as she was seen talking covertly to one of the Earth-based fighters.



◄ Kitana's fan skills see her through for another bout.

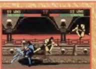
▼ Liu Kang doesn't stand a chance as Kitana's fan spins towards him.

◄ The 'Fan Lift' in all its glory!

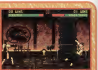
▲ I'm a big girl, look what I can do...

SCORPION

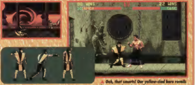
Killed many years ago by Sub-Zero, Scorpion has returned from the grave having vowed to eradicate his frosty sworn enemy. His spectral form hasn't damaged his fighting prowess in any way, and once again he has bought his spear and teleporting skills into the arena. His breath's pretty bad, too...


00 WINS
05 WINS
SCORPION

▲ *Scorpion uses his teleport move to escape Sub-Zero's icy powers.*


00 WINS
SCORPION
01 WINS
SHANG TSUNG

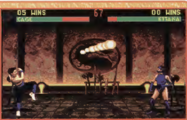
▲ *Get over here! Scorpion pulls Shang Tsung to his imminent doom.*


00 WINS
SCORPION
60
22 WINS
CAGE

▲ *Ooh, that smarts! Our yellow-clad hero recoils from a punch to the goolies.*

JOHNNY CAGE

Star of silver screen, Johnny Cage, has returned with a wider range of moves and particularly impressive fatalities. His specialities allow him to trails a series of spectral duplicates whilst performing uppercuts and kicks, and these effectively double the power of said moves.


05 WINS
KAGE
67
00 WINS
KITANA

MILEENA

Sister and partner to Kitana and told by Shao Kahn to keep a close eye on her sibling for any signs of treachery. Armed with two Sai swords, she is also a strong kicker and known as something of a man-eater — literally! Rumour has it she, too, has found an ally among the twelve fighters and plans to overthrow Tsung.

▼ In Kahn's temple, Mileena unleashes her double blade throw.

04 WINS
19
00 WINS

01 WINS
BARAKA
85

▲ The Living Forest looks on as Mileena celebrates her victory.

SUB-ZERO

Master assassin, and ice lord extraordinaire. Sub-Zero entered the original tournament with the intention of killing Tsung. His prowess saw him recruited for the second battle, but a rumour has reached Kahn's ears that he is next on Sub-Zero's hit list.

► Jax leaps over one of Sub-Zero's freezing ice bolts.

▼ Sub-Zero can now freeze the ground, sending his opponent's slipping towards him.

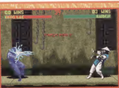
02 WINS
94
00 WINS

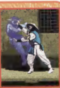
02 WINS
SUB-ZERO
57

▲ Got him! A frozen foe awaits a good uppercut!

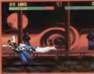
RAIDEN

The god of thunder entered the tournament after learning of Shao Khan's plan to throw the Earth into chaos. Having survived the events of the first game, he has returned with his lightning and teleport capabilities, but now boasts two of the game's most impressive and gruesome Fatalities.





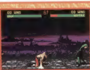
▲ Shock therapy — Raiden style!



Returning from the first game is Raiden's dive move.

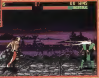
JAX

A one-time wrestler, Jackson Briggs — AKA Jax — is the most powerful fighter of the lot. His powerful frame ensures he has the strongest punch of the tournament and it is believed he can rock the foundations of any building simply by punching the floor! His reasons for entering the tournament are believed to be simple vanity.



◄ Jax's Ground Pound costs the opponent valuable energy if they aren't jumping.

▼ Reptile cops a close look at Jax's energy throw.

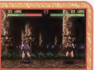


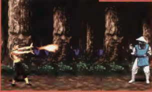
KUNG LAO

Having left the Shaolin faith, Kung Lao is wise to Khan's plans to upset the balance between good and evil. As such, he has taken it upon himself to enter the tournament and ensure normality prevails. His mission is also one of revenge, as 500 years ago Tsung's right-hand man, Goro, killed the Lao family champion. His Mexican-style headgear is 'brimming' with special moves...

SHANG TSUNG

In disgrace and desperate to reinstate himself as Khan's right-hand man, Shang Tsung has everything to prove. Khan has forced him to enter the tournament, but has regenerated him into a younger form. Tsung is by far the most adaptable fighter, as his morphing skills allow him to change his form into any of the other fighters.





▲ ***Tsung is a master of disguise and is soon here morphing into a replica of Kitana.***

◄ ***Tsung's Skull Bolt move allows him to fire two or three projectiles at a time.***

MORTAL KOMBAT II

Yep, Probe and Acclaim have even managed to get MK2 on to the relatively humble Game Gear! Weighing in at a hefty 4MEG, Game Gear Mortal Kombat II contains eight of the coin-op's fighters, and pits them against each other against two backdrops. Obviously, the little handheld was never going to cope with the coin-op's many Fatalities and the like, but Probe have still managed to ensure that each of the characters has at least one death move.

The main complaints Acclaim received about the first game on the Game Gear was that it was a tad slow. This time, Probe have managed to keep the game as close as possible in terms of animation, AND ensured the fights rip along at a fair old whack. In addition, the coin-op's attract mode and 'Mountain Of Warriors' has survived the transition.

▲ *A rolling throw from Sub-Zero.*

▲ *Shadow — one of the hidden foes.*

▲ *Jax lets fly with another energy throw.*

▲ *Stopped in his tracks, Liu Kang is easy pickings.*

◀ *Jax demonstrates his trusty face pummel.*

Games action ahoy in this action packed screen shot

1-2 PLAYERS

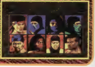
8 MEG

RELEASE	SEPTEMBER
BY	ACCLAIM
PRICE	TBA
GAME TYPE	BEAT 'EM UP

PERCENT COMPLETE

THE EIGHT ESCAPE

Eight of the coin-op's twelve fighters have made it to the Game Gear version. Liu Kang, Sub-Zero, Scorpion, Kitana, Reptile, Shang Tsung, Mileena and Jax have all been reproduced as closely as possible, with most of the character's special moves incorporated — so fans of Reptile's snot-spitting habits need not be disappointed! Similarly, Probe have managed to ensure that each of the characters also has a Fatality. However, the rest of the game is relatively bloodless — apart from a few splats here and there — due to its PG rating.



As the BBC say: another chance to see — this time it's Scorpion's spear move.

Ducking won't get you out of it, Reptile, old bean.

The dangers of eating to many tins of peas shown in full.

HIDE AND SEEK

Despite strict memory limitations, the Game Gear conversion of MK2 also includes the coin-op's hidden fighters! Whenever a set routine is followed, the player receives a message [illegible] a new [illegible]. The backdrop then changes [illegible] or living [illegible] of the existing fighters.

A variety of special moves for your delectation and delight.

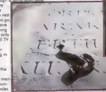
FINISH THEM!

In addition to the original tournament mode where the player battles [illegible] linked together [illegible] head-to-head [illegible] selected from their respective screens.

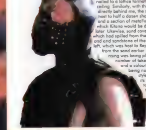
THROUGH THE KEYHOLE

INSIDE S
PALACE..

Not many people get to wander into the world of Mortal Kombat II and live. Steve Merrett did, though, as he ventured into Shepperton's newly-created Outworld to take a look behind the scenes of Acclaim's forthcoming Mortal II TV advert...



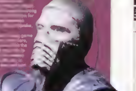
I've ventured into Shao Khan's Outworld domain, you know. And I've run through the living forest, shaken hands with Kitana (and lived) and been given the thumbs up by Reptile. I've even had a go with Kitana's blade fan. No, really I have. However, rather than follow the route through a dimension gate used by Mileena, Johnny Cage and Co., I got there by taking the train to Walton-On-Thames (the last place you'd expect an evil deity to live), and took a cab the rest of the way. And, to tell you the truth, as God domains go, it was a little disappointing and my Mum would have had a fit at the dust everywhere. Actually, I'm stretching the truth a little. I did go to Walton-On-Thames, but only to view the filming of Acclaim's new Mortal Kombat II TV ad, set on a reconstruction of Khan's Outworld den. Shepperton's Studio 5 was the temporary location for Outworld and the other two stages Acclaim are using in the ad. As I sat in one of the rickety Director's chairs watching rough footage of Scorpion somersaulting through the living forest it was hard to imagine that the claustrophobic foliage showing on the tiny monitor was in fact a hundred or so long poles nailed to a lattice formation slung from the ceiling. Similarly, with the 'living forest' directly behind me, the studio also played host to half a dozen sharp-edged statues and a section of metallic corridor within which Kitana would be doing her stuff in later. Likewise, sand covered the floor which had spilled from the painted backdrop and and sandstone of the Outworld to my left, which was host to Reptile's emergence from the sand earlier. In fact, Reptile's rising was being played through in a number of takes on the monitor, and a colourful snake was being nudged Black Adder-style to make it writhe its way across a tombstone bearing the assorted fighters' names.



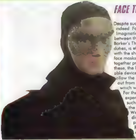
SHAO KHAN'S

KAME AND GET IT

Following the success of the original Mortal Kombat ad and the NBA Jam one of a few months ago, [redacted] Scorpion I had been watching a few minutes earlier — ooh, the wonders of television!

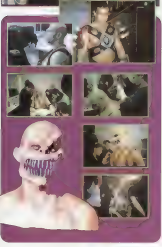


FACE TO FACE WITH REPTILE



Despite such a short production time, the MK2 ad is looking very impressive indeed For recreating the mutant characters, Bash enroled Bob Keen's Image Imagination (the team behind the Hellraiser films), who slotted the ad between their preproduction duties on Hellraiser 4 and an adaptation of Clive Barker's The Last Illusion from his Books Of Blood. In charge of the MK2 duties, is effects supervisor, Dave Bonneywell. "The main problem we've had with the shoot," he starts, "was the time Within two weeks we've had to cast face masks for Sub-Zero, Reptile, Scorpion and Shao Khan, whilst putting together prosthetic arms for Baraka along with a fully animatronic head " Of these, the latter is by far the most impressive. The Baraka head is a fully movable device which is worn by the actor and is controlled via remote control to allow the effects team to open and close the mutant's mouth and pump ooze out from the sides. Similarly, the creature's eyes can be made to roll and turn which will be used for any close-up scenes.

For the casting of the characters, RDA wanted a mixture of martial arts experts and dancers so they could combine agility with fighting moves. As such, Scorpion and Kitana have been drafted from a dance agency, with the actress donning the Kitana costume fresh from Andrew Lloyd-Webber's Cats. In addition, a short stocky guy keeps prowling the studio leasing off a series of kicks and roundhouses — and will be pulling on the Sub-Zero outfit when his tuition duties to Kitana and Reptile are over. However, whereas I was expecting a relatively short day out to watch a few flying kicks performed, the actual filming is rather dull Kitana is left to her own devices as smoke is pumped onto the metallic set or a camera realigned for a more distant view Whilst all this is going on, and completely unlike her sprite-based counterpart, Kitana is quiet and reserved — and try as I might, I can never recall the coin-op Kitana slobbing around in jogging bottoms! What's more, just how many times does she have to walk along a ten-foot-long corridor in order for the Director to be happy? How does eleven or twelve grab you .



TAKE EIGHT...

The on-screen version of Kitana looks completely different from the petite girl pacing to and fro for the cameras, and after a while the Director seems happy and it's flying kick time. Again But not until the cameras are repositioned and more smoke has been pumped in Until then, we sit and watch the footage the team have completed so far Starting with the aforementioned snake scuttling up the tombstone, several takes of Reptile emerging from the sand follow, as do more close-ups of his reptilian contact lenses. Following this, it's into the forest once more for a few more somersaults with Scorpion, and a brilliant Steadicam (mobile camera) sequence which races through the forest until it literally bumps into the imposing form of Shao Khan himself Tracking up his muscular body, the camera then focuses on his glowing eyes. Five times Following this, Khan then raises his arms and bellows the immortal worlds, 'Mortal Kombat', before cutting to a profile view of Scorpion All of a sudden, the yellow-masked fighter faces the camera only to have a bundle of lit rags thrust in his face Spitting the petrol stored in his mouth at the torch, though, gives the perfect recreation of his brilliant fire-breathing fatality move — and looks absolutely stunning when the scene is slowed down

Three ads have been planned, running at a minute, thirty seconds and a fifteen-second teaser However, due to the nature of the game's content, it seems unlikely that Khan and his mates will be aired before 9pm! However, from what I have seen, it is quite easily going to be far better than anything the Gold Blend couple or the people behind Magnadoodle could ever hope for. However, as I watch Kitana strut along the same platform over and over again, I'm starting to get a little bored The 'living forest' is now lying in a pile of harmless-looking poles, and Reptile is amusing himself by contorting his body into unnatural shapes All of a sudden, though, things get exciting Kitana performs a stunning kick but loses her footing on the wet floor and lands smack on her backside Everybody winces whilst hiding a few smirks, and now seems like an opportune time to go The televised ads may not have Kitana's new bum-bounce fatality in them, but they're going to be well worth keeping an eye out for in September

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FREE! 16-PAGE MORTAL KOMBAT II PREVIEW GUIDE

MEAN MACHINES SEGA

[illegible]
- SHAQ-FU
- ROCKET KNIGHT 2
- SONIC VS KNUCKLES
- ZERO TOLERANCE

MEGA-CD
- LAWNMOWER MAN
- ETERNAL CHAMPIONS
- BATTLE CORPS

MASTER SYSTEM
- ULTIMATE SOCCER

GAME GEAR
- MORTAL KOMBAT II

BATTLE OF THE BEAT 'EM UPS!

SUPER STREET FIGHTER II

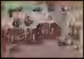
MORTAL KOMBAT II

It's time to

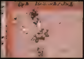
NAVVIE

THUG

GENTLEMAN



take apart monsters



take apart deadly hordes

To take apart

THE CHAOS ENGINE

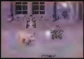
FOR THE SUPER NES

take a part

BRIGAND

SCIENTIST

MERCENARY



take apart ghouls

take apart armour-plated fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

CO

COVER STORY

EXCLUSIVE MORTAL KOMBAT II

Last [illegible] story, bringing [illegible] shots of Mortal Kombat II [illegible] we've gone one step further giving you an amazing 16-Page pull-out on this corking game with all you could ever want to know about the characters, their special moves and their FATALS. You want more special moves than a dozen Van-Damme films? You go it!

REGULARS

EDITORIAL 6

NEWS 8
Extra! Extra! Read all [illegible] Yet another [illegible] Exclusive pics and [illegible] the Mega-32. Plus news of Sonic's new super...

MEAN YOB 82
As the letters of complaint come rolling in, Yob rubs his hands with glee and devises more [illegible] to offend a few more of your [illegible] sensibilities. Or something.

Q&A 86
How long's a piece [illegible] What is Bill Clinton's [illegible] Do we really [illegible] too tough, we pose [illegible] our indomitable lil.

PAUL'S TIPS 52
Last month Paul had a brain transplant and was, different. This month he's had a body transplant as well. Yep, we have a new tipster, our very own Paul Bolton (we made him change his name so we wouldn't have to alter the logo. His real name's Tarquin. Probably.)

MEGAMART 90
I'd like to use this space to mourn the passing of [illegible] Pete Beale. His character was an inspiration to us all and a damn useful way of filling this box/ swap/ sell/ section of contents.

REGIONAL SPOTLIGHT 96
Here's the pick of the crop in the mail order business — the guys with the biggest gold chains and [illegible] cars.

NEXT MONTH 97
Oh I don't believe [illegible] and all me, Eh? What do you want from me? Blood? Okay, you've got it!

PREVIEWS

BUBSY 2 38
Puss in Boots went to [illegible] with Dick Whittington and became the Lord Mayor of London's pampered [illegible] Bubsy the Bobcat went around [illegible] and became an international TV and video [illegible] star. Who said [illegible]

EA SPORTS [illegible] 42

EARTHWORM [illegible]
Did you know that if you cut a worm [illegible] two worms? Well Lucy cut a worm into [illegible] was a little girl so she could have [illegible] Unfortunately, she decided to give [illegible] bath and they all drowned so she had no mates — still, it was only a matter of time before they started ganging up on her, anyway. Some things never change. Anyway, here's a new game about a worm in a magic suit.

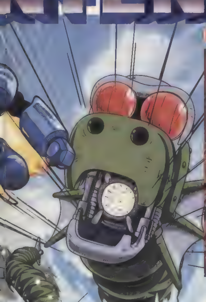
FEATURES

SUPER STREET FIGHTER 18
You may have heard something about this. Apparently, this is a conversion of one of those popular, [illegible] 'arcade games'. Yes, [illegible] It allows you to fight people from [illegible] apparently, [illegible]

[illegible] 28
The American basketball hero bags his own [illegible] 'em up — billed as [illegible] launch of the year and [illegible] but hot.

LAWNMOWER MAN CD 34
Can SCI bring a new dimension to Mega-CD gaming? Well they've certainly tried, with Cyberjobe causing havoc for the long-suffering Doctor Angelo in this mega-looking shoot, beat and platform 'em up brought to you exclusively by MEAN MACHINES SEGA.

NTENTS



REVIEWS

OUTRUNNERS 64

Mediocrity at its most average comes to the Megadrive in this desperately dull racer.

BODY COUNT 68

Shooting lots of things and then shooting some more things and then doing some shooting in the varied name of the game in this new Menacer attempt from Sega.

COMBAT CARS 70

HANDBALL '94 76

[illegible]

BATTLECORPS 60

Core Design's Thunderhawk was fab-looking [illegible] bit lacking on the gameplay front. This second offering, based on the same engine suffers no such drawbacks. Turn to our EXCLUSIVE review for the drool-some facts.

YOUR PAINT 74

Yeah! Cute little ponies an' windmills [illegible] and flags to paint with the Mega-CD's huge [illegible]

ULTIMATE SOCCER 72

Gallery folks, only one Master System game volunteered for a good going over this month and unfortunately it was this tawdry little footy game from Sega.

INSIDE SEGA AMUSEMENTS 90

[illegible] MACHINES takes [illegible] interview [illegible] Sega Amusements [illegible] big changes in [illegible]. The first signs on [illegible]

SPARKSTER 24

The wee, blue, upside-downy, Konami creature of Rocket Knight Adventures fame is back again in his second Megadrive (outing) with all-new special moves, and bosses which have to be seen to be believed...

EDITO

WHODUNNIT

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GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 5 and 6. And [illegible]
5. How many people were 'longed'd by the Still Lungo sd? 6. How many times must the cannonballs fly, before they're forever banned? 7. Why did Bobby McGee marry Paul Daniels?

CONGRATS MESSAGE:
[illegible]

It's Mortal Kombat II overload this month as we get to grips with this stunning-looking sequel. What's more, not content with that, we've also managed to cram Super Street Fighter into this packed issue. Talking of which, you may have already seen a handful of reviews for the Megadrive version by the time you read this. If you're wondering why we haven't reviewed it, the answer is because at the time of writing it was far from complete. Whilst other mags always go on about their integrity and not reviewing incomplete games, all of a sudden they're willing to break these rules because of Super SF. If we'd wanted to review it we would have asked Jaz to do the honours for us, but this would have meant only one person saw it and MEAN MACHINES doesn't work like that. Needless to say, the full review will appear next issue ensuring you'll get the definitive review, not some apology copied from one article sent from the States. Until then, see you next month me old muckers.

STOP GUS AND GET ONE!

Listen up for the chance to win Konami goodies on the spot! Mark [illegible] on your calendars. On that afternoon Gus will be on [illegible] with a gaggle of Konami goodies in his Sega bag. Just approach him, nicely, with a copy of MEAN MACHINES and say "Castlevania's so wicked, the very vegetation is alive with evil. Give me my prize!" If you are one of the first five readers to find Gus, he'll hand you a Konami car[illegible] there and then!

WILD CHILD

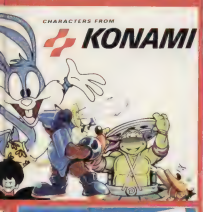
If you've skipped editorial this month you may have thought there's an imposter in the magazine, going by the name of Paul Bufton. Fear not, he's the new official and fully approved Staff Writer person. After being kidnapped in Devon, Paul was subjected to our brain-washing procedure (24 hours of playing Pole continuously) until he swore undying loyalty to Lord EMAP. Now you'll find him writing reviews and running to the shops for lollies. 'Kah[illegible]

RIGHT DOWN THE TOILET!

Whoops! MEAN MACHINES had a little accident last month and have been quite rightly brought to book. In our arcade booklet (page 15) we captioned the AS-1 simulator as not to be confused with a certain brand of portable WC. Of course, this brand name is the exclusive trademark of Portakabin. As we had misused the trademark they sent us a firm but polite letter telling us to bog off! (reprinted). We hope that no confusion has arisen as a result of our crappy little caption. And from now on we shall describe all such units as Temporary Jobby Recepticles. Oh, and let's just grass up 'Loaded' magazine, who made a joke like ours in their contents.

Portakabin

ORIAL



NUTJOBS

In the period of this particular sideral division (month), the team would like to reveal the tears of the clown: their favourite funny person and jok[illegible]

STEVE MERRETT

Steve's choice of 'tens' variety rib-tickler is Les Dennis. The Family Fortunes's host with the first name as a surname and a [illegible] good girl's name as a last name, is [illegible] ally funnier than Alan Whitehouse [illegible] Songs of Praise. There were better days, when Les dressed like a Teddy boy and [illegible] wagged along to old partner Dustin Gee (who tragically died but whose spirit lives on as drag act Lily Savage).

CHOICE [illegible]

LUCY HICKMAN

Associate choice goes to 'Have I got news for you' team leader and nominee [illegible] Imperial Leather plugger Paul Merton. Another uncanny coincidence, since Merton writes material for flamboyant performer Julian Clary, and the Passport Photo Resemblance Committee have studied Lucy and Julian's portraits and noticed... "Paul's best because he cracks up all the other comedians at the Comedy Store," explains Lucy.

CHOICE GAMES: [illegible], Micro Machines 2, Dune [illegible]

OZ BROWNE

"Oh er, missus," said Oz to the question, immediately revealing his devotion to classic innuendo comedian Frankie Howerd. Sadly, Frankie is another of the many comedians to suffer that intriguing phenomenon: death. Very much alive is Oz's second choice, 'Page Three Stunna' Gayle Tuesday, the Emmy 'modelle' with a Ford Fiesta and [illegible] even more up front [illegible]

CHOICE GAMES: Alien 3, Super Streetfighter, Daytona

ANGUS SWAN

Gus has a soft spot for fat, foul-mouthed feminist Jo Brand, who refuses to shut her [illegible] mole hole: "We're two of a kind really. Though I'm not quite as obese as 'Ms Brand and Fab 1994', we share the same [illegible] sense of humour and a partiality to chocolate eclairs. I remember Jo telling us how she tried to lose weight by having her [illegible] wired up...but she got sick of trying to [illegible] Mr Kipling's raspberry fancies through the straw nozzle" [illegible]

CHOICE GAMES: Theme Park, Battlecorps [illegible]

CLAIRE COULTHARD

"French and Saunders are absolutely hilarious," says Claire. Actually, comparisons have been made between Britain's top female 'lolls' duo and the nation's greatest Sega mag girlie pairing — Claire and Lucy. This is because at parties they both like to copy the sketches where F&S make a total [illegible] themselves on the dancefloor. At least we think they're copying [illegible]

CHOICE GAMES: Alien, Battlecorps [illegible]

PAUL BUFTON

Lastly, Paul plumps for (sincere) American comedian Bill Hicks, who has also joined the legions of dead humourists. Bill's [illegible] involved going to the pub and getting [illegible] A lot. Which explains why he's entertaining the daisies now. On these shores he chooses the risque Julian Clary as laughmeister. With his taste for Cinzano, how long before he's pushing up the pansies?

CHOICE GAMES: NBA [illegible], Battlecorps [illegible]

THE VINYL INSULT

After last month's plea we' gratified that the crap CDs are beginning to trickle in. This month's vote goes to John Trudell AKA Graffiti Man' (se by Dave Dent, Northshields). He's a mus co red indian type but he can't sing so he sort of mumbles profoundly to each d ry track. At least last month's had some prat interest

JOHN TRUDELL

MEGADR

FIRST GAMES FULL

- NEW GAMES
- BY SEGA
- MEGA 32

Cop a load of this! This is the future of video games — the Megadrive 32 MEAN MACHINES SEGA was whisked into Sega's UK offices as soon as the prototype arrived, and we can reveal the first details of the machine's imminent release

The Megadrive 32 is the plug-in device revealed a few months back, and has been designed so it's fully compatible with the original Megadrive, the Megadrive 2 AND the all-new MultiMega It's roughly the same size as a Game Gear, and requires a second power supply which plugs in the back A November release date is still being pursued, and MEAN MACHINES can reveal that seven games will be available at the time of release Virtua Racing Deluxe and Virtua Fighters are old news, but details of the latest projects make for exciting reading However, Virtua Fighters isn't likely to become immediately available, and Daytona sadly probably won't make it to the system now Catch a load of the following

NEWS

CYBER BRAWL

To complement Virtua Fighters, this really rough combat game (described as a 3D in your face smash-o-rama) will be an early Megadrive 32 game 32-Bit power means the ability to zoom in and out of the action incredible use of perspective and speed

32X
CYBER BRAWL

The boxes shown in these pages are from the American versions. Expect the UK versions to run along similar lines, though. ▶

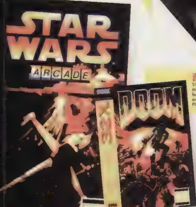
STAR WARS ARCADE

Inspired by the new Virtua Star Wars coin-op this is a four-level shoot 'em up which will be a flagship for the new unit As an X-wing pilot you play through a fully textured polygon environment to a climax at the Death Star We are really hot about this one!

SEGA
32X
SEGA

RIVE 32

Y REVEALED

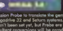


Wow! Lookin' this! It's the Doom box artwork! Wow! I wonder if the game will be as good as the PC. Let's hope so (Copyright Banal Captions Ltd).

DOOM

The classic PC hunt and kill game is to be ported onto Megadrive 32 almost in its entirety. Hailed as the perfect mix of graphical excellence and playability, Doom on the Megadrive 32 should have all the speed of the PC version

MORTAL KOMBAT II!



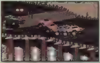
As soon as the Megadrive and Game Gear versions of MK2 are complete, Acclaim are set to commission Probe to translate the games over to the Megadrive 32 and Saturn systems. A release date hasn't been set yet, but Probe are confident the resultant conversions will be arcade-perfect! That means that Megadrive 32 owners could well be the proud owners on arcade-perfect conversion — and one which could well be out in time for Christmas! Acclaim are keeping very tight-lipped about the 32bit versions, but it should be announced officially within the next few weeks. We'll be keeping a very close eye on this promising conversion, and as soon as there's something to say, you'll see it here.

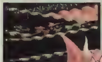
RAWK AN' RAWLLL

- NEW GAME
- BY VIRGIN
- MEGADRIVE

As mentioned a little back, Interplay's Rock n'Roll Racing is being converted to the Megadrive, with Virgin currently tuning its engine and adding the finishing touches to its stunning soundtrack.

Rock'n Roll Racing is an isometric affair with the player choosing from a series of drivers and trucks before taking to a series of obstacle-laden circuits. As is the norm, the basic aim is to scoop as much prize money as possible by being the first past the post, and using the dosh to buy extras for your vehicle. At present, Rock'n'Roll is 30% complete, but a full preview should follow imminently.





FLIPPIN' MENTAL

- NEW GAME
- BY GREMLIN
- MEGADRIVE

Gremlin's sequel to Zool is now masquerading under the name of Mental Mayhem and should be hitting our screens some time in October. Details regarding the Ninja From The Nth Dimension's return are a little scarce, but Gremlin are opting for a more arcade/ adventure slant than before, with the player getting to grips with a series of object-related puzzles as they scour the scrolling play area.

DIDDLY-DUM, DE DIDDLY-DUM...

- NEW GAME
- BY SEGA
- MEGADRIVE

Although no longer on our screens, a little dicky bird tells us that Sega is busy putting together a game based on the BBC's most famous time-traveller, Doctor Who.

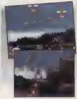
With the TV programme apparently about to undergo the Spielberg treatment and return to our screens sometime in the near future, Sega has taken delivery of a number of reference pieces to start putting together a back ground story.

What aspects of the 30-year-old programme make it into the proposed Megadrive game haven't been decided, but we'll have more details as they materialise.

MINI HEROES

- NEW GAME
- BY SEGA
- MEGADRIVE

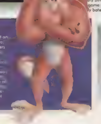
One of the greatest Megadrive [illegible] of all time is coming to the Game Gear as Sega announce an imminent conversion of Gunstar Heroes. Once again the two mo opped killers are set to wreak havoc st all manner of bosses and alien baddies. ns of appearance, Game Gear Gunstar ery smart indeed but Sega UK has yet to game's release date. Our breath is well ly bated

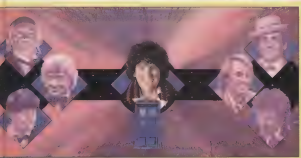


WHAT THE DIVIL...

- NEW GAME
- BY GREMLIN
- MEGADRIVE

It has been a little quiet on the Gremlin front of late, but the Sheffield wonders are busying themselves converting their PC arcade/adventure Lil Divil over to the Megadrive. Divil stars a dog-like creature out to find an escape route from [illegible] area based on Hades. A series of corridors form the core of the play[illegible] which must be completed in order to advance towards the exit. As of yet, Divil is at a decidedly embryonic stage, but Gremlin are aiming for a November release





CARTOON CORNERING

- NEW GAME
- BY EMPIRE
- MEGADRIVE

Readying itself for an Autumnal release is a Hannah-Barbera race game from Empire. The as-yet unnamed game, pits the likes of Top Cat, Huckleberry Hound, Yogi Bear and Quickdraw McGraw against each other in a weird cross-country race.

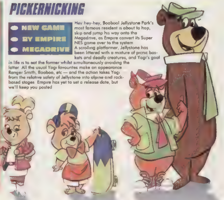
The precise nature of the game or characters Empire are planning to use hasn't been set, but it is believed Empire is planning to use a horizontally-scrolling play area in order to avoid comparison from Core Chuck Rally and Codemaster's sim for Dino Racer

PICKERNICKING

- NEW GAME
- BY EMPIRE
- MEGADRIVE

Hey hey-hey, Booboo! Jellystone Park's most famous resident is about to hop, skip and jump his way onto the Megadrive, as Empire convert its Super NES game over to the system

A scrolling platformer, Jellystone has been littered with a mixture of picnic baskets and deadly creatures, and Yogi's goal in life is to eat the former whilst simultaneously avoiding the latter All the usual Yogi favourites make an appearance Ranger Smith, Booboo, etc — and the action takes Yogi from the relative safety of Jellystone into alpine and rock-based stages Empire has yet to set a release date, but we'll keep you posted



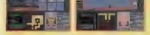
ZERO DOOM CLONE

- **NEW GAME**
- **BY ACCOLADE**
- **MEGADRIVE**

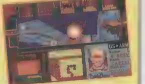
The PC blaster Doom has been riding high at the top of the charts for weeks now, and the MEAN MACHINES crew has been waiting in vain for a Sega version. We won't get an official one until the Megadrive 32 arrives, but in the meantime Accolade has popped up with a similar first person perspective shoot 'em up for the Megadrive — Zero Tolerance. You, as one of a crack US Army defence squad, have been dropped on a space station which hostile aliens and terrorists have taken over from where they plan to destroy the Earth.

The idea of the game is: If it moves, shoot it. To achieve this feat you wander around the various levels of the space station, exploring rooms and corridors, entering lifts, going up and down stairs and nosing around the various nooks and crannies. There are numerous weapons to pick up to fend off the foes including rocket launchers, handguns, laser guns, shotguns, hand grenades and booby traps.

Due for release in the autumn, Zero Tolerance features 40 levels and although on its own it's a one-player game only, it's the first game where two players will be able to link up two Megadrives and play either co-operatively or competitively. This is already proving to be addictive stuff but we'll bring you a full review in a future issue of MEAN MACHINES SEGA.



▲ *We really like Doom. It's about the only reason we'd use a PC. There's something about using a chainsaw in a video game — I think we're a bit sick.*



VIRGIN GET [illegible]

- **NEW SIGNING**
- **BY VIRGIN**
- **ALL FORMATS**

[illegible]

WIN! VORTEX BALLS GALORE!

- **COMPO**
- **BY VIVID IMAGINATION**

It's summer and the days are getting longer. Dogs are out cropping in the park, and numerous kids are whining because they can't have another 99 with an extra Flake. Even so, it's a perfect time for going out and catching a few rays in between sessions on your console.

To celebrate the arrival of summer, we've got 10 Vortex Balls to give away as a bit of a laugh — courtesy of Vivid Imagination. A Vortex Ball is basically a rubber mortar bomb which is aerodynamically designed to give the user better throwing powers. They work, too, as poor old Tom Guise from Sega Mag has found out to his cost! If you want to win one, send us a photo of a member of your family in their most ridiculous beach wear — the dafter, the better. We'll print them, and you can have a prize! Simple, eh! Mark your entries

BEACH BUM ALERT!
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EC1R 3AU

▲ *Not a moment goes by without someone in the office being hit by one of these... Ouch!*

JOBE RETURNS

- NEW GAME
- BY SCi
- MEGA-CD

Even though SCi's Mega-CD conversion of The Lawnmower Man (revealed exclusively in our three-page work in progress elsewhere in this issue) hasn't hit the streets yet, the Battersea-based firm are already working on a pair of CD sequels. Whilst [illegible] and [illegible] ated a series of mean mates — including a gun-toting reptile called Ernie. Rumour has it that once again its unto the breach of platform and puzzling action with rendered sprites being the order of the day but we'll bring you more info when we get it.

ETERNALLY YOURS

- NEW GAME
- BY SEGA
- MEGA-CD

Fans of Sega's Eternal Champions will be pleased to learn that four new characters are on their way but only on the forthcoming Mega CD conversion. Sega has tweaked the existing cartridge version and the result is this souped up CD. More effort has been put into making the game's computer controlled fighters more intelligent and each character will also benefit from more moves. What's more Sega have also hidden two extra characters in the game but finding these is believed to be extremely tough. Eternal Champions CD has a provisional release date of October but it may only be available via importers.

DINNA-DINNA-DINNA-DINNA

- NEW GAME
- BY SEGA
- MEGADRIVE

Fans of Batman's new cartoon adventures will be jumping out of their Batpants, as Sega unveil a new Megadrive caper starring both the Dark Knight and young Robin. As far as we understand it, the game is a platformer, with the dynamic duo taking on Gotham's finest foes ie The Riddler, The Penguin and, of course, The Joker. Expect plenty of cartoon-quality graphics, and Pows and Kabooms galore. It'll be swooping down just in time to land in your Chrimbo stockings — ironic really, considering Batman wears tights.

POWER RANGERS

- NEW GAME
- BY SEGA
- MEGADRIVE

Anyone [illegible] enough to [illegible] be out [illegible] and [illegible] 2.30 [illegible] all the [illegible] holidays will already be familiar with the Mighty Morphin' Power Rangers. A gang of [illegible] with nothing better to do, they don silly [illegible] and battle the forces of evil. In between [illegible] teeth and [illegible] sessions, [illegible] Sega are set to offer you the chance to become one of the mighty morphers as they unleash a Power Ranger [illegible] this year. There's no firm details as of yet, though, but rest assured we'll keep you [illegible] as and when it becomes available.

GOSSIP

[illegible] yes, [illegible] is [illegible] team [illegible] 3D [illegible] On to [illegible] film. [illegible] when [illegible] but [illegible] lookin[illegible] just [illegible] meth[illegible] see [illegible] body [illegible] Over [illegible] and [illegible] be [illegible] devel[illegible] annou[illegible] their [illegible] — is [illegible] of the [illegible] On [illegible] reach[illegible] idea [illegible] upon, [illegible] be plugg[illegible] into [illegible] conc[illegible] Actuall[illegible] the cartrid[illegible] to happe[illegible] rumo[illegible] upda[illegible] first [illegible] for [illegible] we [illegible] are [illegible] flash [illegible] gossip [illegible] Pip pip.

WIN! MORE BASKETBALL VIDS!

- COMPO
- BY FOX VIDEO

With the advent of Tiny Toons Acme All-Stars, the current Basketball fever shows no sign of abating Ever ones to realise a trend, FoxVideo are on hand to unleash another slam-dunking video on to the unsuspecting public Chicago Bull Three Peat follows the Chicago Bulls as they swept to snatch their third consecutive NBA championship Not only do you get to see their on-court prowess, but the video also takes you behind the scenes with insights into training and pep-talks. If you're a Basketball nut and want a copy, you can either buy it or win one of six we have on offer Once again, dear readers, it's question time

Which of the following is not a professional Basketball player
A. Charles Barkley
B Hank Marvin
C Michael Jordan

TAZ AUTOMATIC

- NEW [illegible]
- BY SEGA
- MEGADRIVE

Following his lengthy Megadrive vacation, Taz is set to return in a new platformer. Taz: Escape From Mars is a six-level game which sees our whirling hero locked away in a zoo on the planet Mars. Using his incredible spinning skills, he [illegible] to make his way [illegible], taking in [illegible], a haunted house, and Atlantis along the way. Taz boasts new special moves [illegible], allow him to plough through walls and spin up walls. A 16-MEG cart, expect Taz to return in time for Christmas.

SONIC & KNUCKLES

[illegible] 1994

SONIC VS KNUCKLES

- NEW GAME
- BY SEGA
- MEGADRIVE

Sonic s back! And this time he s battling Knuckles as the spiky twosome get to face-off in a game of their own! Lining up for an October release, Sonic Vs Knuckles is believed to be another platformer, but Sega are more tight-lipped than somebody who has just eaten 200 chilies Ah well, more news next [illegible]

ENTERTAINMENT [illegible]

[illegible]

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SUPER STREET FIGHTER II

DEE-JAY

JAMAICA
KICKBOXING

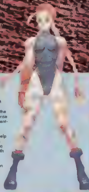
There is a precedent for Dee Jay's vibrant mix of fighting and entertaining, our very own boxing panto dame Frank Bruno. However, Dee Jay shows infinitely more taste in his choice of training pants, and an infinitely greater chance of winning a round. Stringing his diverse specials together makes for some flamboyant fighting. Some of his throwing isn't pretty, but it's certainly effective. A quirky new creation

Japanese company Capcom are gearing up for the release of their flagship title of 1994, Super Street Fighter II – [illegible] of their 1993 flagship. Obvious accusations of milking [illegible] conversion may be proving trickier than anyone [illegible] investigates the phenomenon.

A [illegible] in [illegible] [illegible] the malaise runs its course [illegible]

[illegible]

Champion Edition. In spite of [illegible] and sound [illegible] [illegible] With a long piece of [illegible]



CAMMY

UNITED KINGDOM
UNARMED COMBAT

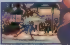
If a woman sits at the head of MI5, is it any surprise with have a female representing UK Special Forces? Cammy delivers a dose of tough medicine with the help of her classic Doc Martens. She's a lively gal and has a leggy style all her own, with some kicking specials. Cammy's weakness is her frequent vulnerability when performing combination moves

Her leg reach far exceeds her punch range.

Cannon drill in action, but it leaves her vulnerable.

The Double rolling Hook kick. Sounds fabulous; IS fabulous.

Dee Jay's quirky two-stage punch.



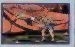
Air ballet is what Dee Jay does best.

Some of these chips may have to disappear.

The true challenge of this [illegible]

FANTASTIC FOUR

Like the Eurovision Song Contest, the ranks of the competition seem to swell each year in Streetfighter. For the Super Edition there are four new fighters, none of which should be overlooked or underrated. Judge for yourself



Games action ahoy in this action packed screen shot

conversion has in [illegible] the code down [illegible] intricate work of [illegible] after all the [illegible] intricate work of [illegible] Arena animation [illegible] like the original Streetfighter [illegible] MEAN MACHINES [illegible]

Games action ahoy in this action packed screen shot

a magic fireball or Sonic Boom. The first [illegible] the loader is learning the combinations [illegible] Streetfighter is a matter of drawing all the characters [illegible] the character as [illegible] That explains why most players dedicate themselves to [illegible]

SIMPLE PLEASURES

[illegible] concept [illegible] The principles of the game are [illegible] so basic as to attract anyone to the game. The characters [illegible] and with [illegible] yourself [illegible] can do [illegible] punch in the [illegible] something more [illegible]

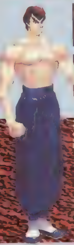
BEHIND THE SCENES

[illegible] but many [illegible]

[illegible] sprite [illegible] corner [illegible] the digitised fighters of Mortal Kombat. Giving the game [illegible] the vast range of [illegible] Fans of Eastern moves have [illegible] with the new attacks [illegible]

FEI LONG

HONG KONG
KUNG FU
He shared the dream of every young Kung Fu practitioner to be a fighting movie star in the Bruce Lee mode But his seriousness and sobre character (plus the fact he has a face like a slapped ass) means he's never going to make it onto celluloid Fei Long has a jittery temprament, and his jumpy style takes some getting used to But he is, by common consent, the best of the new intake



Fire fury kick. Brings new meaning to the term 'flared trousers'

The Blazing flame punch (top) is a three stage-page-three-stunna.

MAJOR TO MINOR

[illegible]

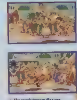
THE FULL MONTY

[illegible]

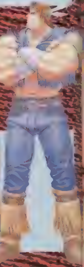
T. HAWK

NATION MEXICO
STYLE INDIAN WRESTLING
PROFILE This authentic Mexican indian wouldn't be seen dead buying Tortilla chips from Medomsley Rd, Consett A brooding hulk of a man, he has the ugly hawkish features of his name, and some aptly swooping specials. Probably closest to the original fighter Zangief, the Russian wrestler, in playing feel (which means rather slow and irritating) T Hawk slow fighting pace, with power taking precedence, is likely to endear him to only Streetfighter specialists

Hawk's uncannily hawkish swoops.



The revolutionary Mexican Typhoon.



ATTACK OF THE HYPER ZOANOID - TEAM 5

DATA 4

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COLLECT ANOTHER IN[illegible] OF "[illegible]ATT" a [illegible] comic-strip [illegible]

12

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DATA 4 ATTACK OF THE HYPER ZOANOID - TEAM 5

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MANGA

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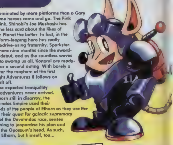
WORK IN PROGRESS

SPA

ROCKET

Sonic has just completed his third instalment, EA's Desert Strike is set to appear in its new [illegible] environment, and yet another Street Fighter game is on its way. This new bout of 'Sequelitis' has even reached Konami, as this October sees the return of Sparkster the Rocket Knight in an all-new platformer. Steve Merrett straps himself in...



In a computer game world dominated by more platforms than a Gary Glitter concert, new video game heroes come and go. The Pink Panther was far from rinky-dink, Shinobi's Joe Mushashi has taken early retirement, and the less said about the likes of Chester Cheetah and Captain Planet the better In fact, in the last year or so, only one platform-leaping hero has really endeared himself to the Megadrive-using fraternity. Sparkster. Unbelievably, it has been a mere nine months since the sword-wielding Opossum made his debut, and as the countless waves of platform flotsam threaten to swamp us all, Konami are readying their little Rocket Knight for a second outing With barely a chance to catch his breath after the mayhem of the first game, Sparkster: Rocket Knight Adventures II follows on from where its predecessor left off.

With the Pigstar destroyed, the expected tranquility which normally follows such adventures never arrived. Instead, with the world of Elhorn still in disarray, the black magic-practising Devotindos Empire used their dark spells to control the minds of the people of Elhorn as they use the planet as a stepping stone in their quest for galactic supremacy King Gedol, tyrannical ruler of the Devotindos race, senses Sparkster could be the only thing to jeopardise his plan and consequently puts a price on the Opossum's head. As such, not only must Sparkster save Elhorn, but himself, too...

PROJECT

[illegible]

PUBLISHER

[illegible]

INITIATED

[illegible] 94

RELEASE

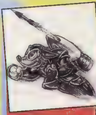
[illegible] 94

FORMAT

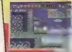
[illegible]

DEVELOPERS

[illegible]



▲ In his original pencil sketch [illegible]

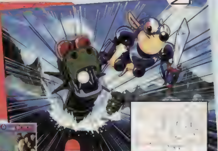


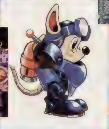
ARKSTER

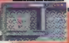
TKNIGHT ADVENTURES 2

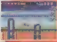
PACK IT IN

[illegible]









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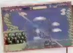
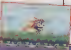
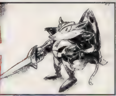
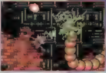
PEEK-A-BOO...

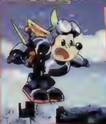
[illegible]

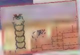




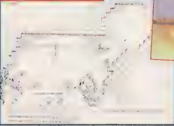


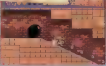






Hey, what a brilliant opportunity for a 'fancy a screw?' gag!





You beat your brother.
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You beat your cousins.
And their friends.
You beat that one guy, Steve,
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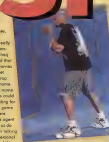
SHA

When EA shipped Lucy Hickman over to gay Paris for an exclusive peak at the Delphine-developed Shaquille O'Neal Megadrive game she fully expected yet another basketball jaunt (he is a world renowned basketballer, after all). What a shock then to be confronted with a beat 'em up without a bouncy ball in sight.



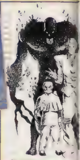
Even if who're not a basketball freak, you'll almost certainly have heard of Shaquille O'Neal. At just 21, this guy has really put himself about. As well as being the star player of the Orlando Magic basketball team, he's making a name for himself in the world of music with a well-received debut rap album, has starred in the film Blue Chips with Nick Nolte published his autobiography and, of course appeared in the recent Pepsi ad. So it seems rather natural that he should progress to starring in his own video game. But how come EA has opted for a beat 'em up and not a basketball game?

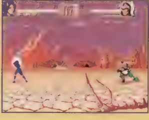
EA producer, Don Treager whose past achievements include NBA and PGA games, explained: "We approached Shaq really with the idea of a basketball game like Shaq Vs Jordan but I read that Shaq loved crime movies and has a very street image through his rap. Shaq Fu is his rap name — his street, urban name. It just struck me this could be interesting for a fighting game.

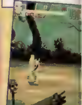
We were unsure his agent would let us do this but on talking to Shaq personally he loved the idea. It's not Morta Kombat, we're not ripping out human spines, we're fighting fantasy creatures and monsters with a kind of a Batman-like background to it." Ok, so what's the game all about? Yes folks, it's scenario time...

While touring Japan with his basketball team Shaq is transported to another dimension while reading an old Martial Arts book. In this strange new world he comes across an evil Warlord who is desperate to reach the real world and take over. To prevent such a calamity, you as Shaq in the Story Mode take on

PROJECT
SHAQ-FU
PUBLISHER
EA
INITIATED
JANUARY '93
RELEASE
NOVEMBER '94
FORMAT
MEGADRIVE
DEVELOPERS
DELPHINE

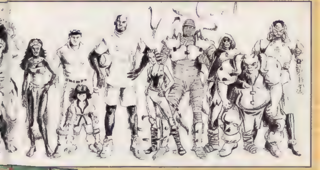


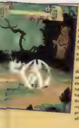




▲ *The Mummy begins his devastating bandage move on Mephis.*

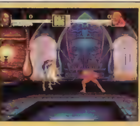
AQ FU





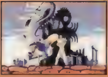
one of eleven unique fighters, all servants of the wicked one, including the Warlord himself. However, the big guy himself has two different forms and must defeat them all to prevent the Master taking on human form and entering the real world. In Tournament or Dual Mode, with a three or six-button joypad, play Shaq or any of the the other fighters in a duel to the death.

So how involved has Shaq been in the development? "Shaq has really got into it," says Dan. "He has been involved in every step. In fact, we were a little concerned that he was too involved. We thought 'Jeez — he's going to take over, we'll never get anything done, he's just going to keep changing things without understanding how the process goes' but he hasn't been like that at all ►

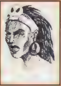


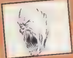
"He's really into games he's got a Megadrive and a Super NES and a few coin-ops — he's very fond of the EA sports games and Mortal Kombat So he's got a lot more emotion about it "

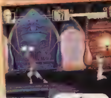
Delphine is perhaps best known for the fab Megadrive Flashback which received worldwide acclaim for it's depth of gameplay and superb animation Don explained he set his heart on Delphine developing after seeing Flashback at a CES show "The graphics and animation were just the neatest thing I'd ever seen and I wondered if they'd be interested in doing a fighting game I called Delphine and mentioned it — we both seemed to be on the same wavelength and that's how it got going



▲ Shaq's reflex move keeps the Mummy at bay.

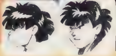


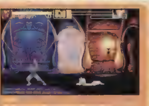




This is Delphine's first entry into the fighting genre and they'll be coming up against tough competition since Shaq Fu's autumn release date clashes with the likes of Super Streetfighter, Mortal Kombat II and Accolade's New Breed So how are they going to compete?

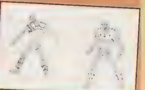
Delphine's project manager, Dany Boolauk explained that rather than face these potential smashers head on, they decided to go for something a bit different He said "You look at the likes of Streetfighter II and, if you want to compete with it on the same ground, it's no





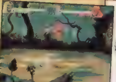
team thinks Shaq is going to be as good as or even better than SFII or Mortal Kombat Brave words indeed, but saying Shaq will have great gameplay is easy what have they done so far to make this happen?

Dany explained "As well as tonnes of animation — much more than Mortal Kombat we are also very competitive in the number of moves. There are a lot of secret moves, magic moves, weapons, funny moves and several taunting moves which are designed to get the opponent angry (there's a separate onscreen anger bar which shows you how close you're getting your opponent to boiling point) If you taunt him enough, he may charge at you and if you're fast enough you can drop him. It's a bit of a trade-off — if he's angry he's stronger but less accurate so if you're quick you can better him."



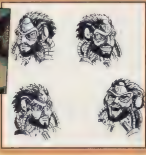
▲ The Mummy — just two of the 7,000 original character sketches.

use, so we had to find something different They are looking at big sprites and bright colours but they are lacking on the animation front We have the knowledge for the animation and that's where we can win



"We have to have at least as good gameplay — this is critical But on the animation front many games have small sprites and great animation or vice versa We think we've reached a compromise — the sprites in Mortal Kombat are 100 pixels high, those in Streetfighter II are 80 pixels high In Shaq, the pixels are 70 pixels high which is an acceptable size but it means we can pack much more animation in there"

He said Delphine's aim was to concentrate on realism — making the player feel as if they are participating in a real fight In this way, he said, his



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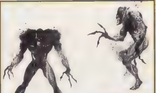
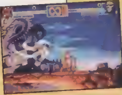


◄ *Both fast and strong the Beast is a powerful foe.*

▼ *Voodoo Girl tries her Black Magic on the Mummy.*



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Here at SEGA MAGAZINE we aren't usually in the habit of commanding the population to buy our magazine, but this issue is so incredible, we simply have no alternative. Why? Read on...

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First of all, we have the exclusive first-look at Ecco the Dolphin 2. Not bad eh? You can see the incredible new graphics, the new 3D bit... everything! You won't see this anywhere else for ages.

FIRST FOR SATURN!

While other magazines are desperately attempting to get hold of one or two new Saturn screenshots, we supply our readers with an almost constant supply. This month we feature five Saturn games - with over 150 SCREENSHOTS! Check out the 3D Shooting Game, thrill to the Action Game, wet yourself over Virtua Racing and Fighter. Scream at how amazing Daytona looks. Everyone's gagging for this stuff, but only SEGA MAGAZINE can deliver.

FIRST FOR MEGADRIVE 32 AS WELL

What does the machine look like? How will it connect to your Megadrive? We've got the exclusive, yet again. Will it never end?

SUPER STREET FIGHTER 2!

Capcom's latest Megadrive game is a colossal 40-meg! So you'd be expecting a pretty close conversion, right? SEGA MAGAZINE has loads of screenshots from Capcom of Japan.

SEGA MAGAZINE, ISSUE SEVEN.
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LAWNMOW

SALES CURVE INTERACTIVE

It has been a little quiet on the Storm front of late. Once known as The Sales Curve, they then changed to the aforementioned windy monicker and, oddly enough, it all went quiet. Now, however, they've settled for the name SCI and to celebrate Lawnmower Man, Jobe, is making his way to the Mega-CD. Steve Merrett sweeps up after them...

FORMAT
MEGA-CD

PUBLISHER
SCI

DEVELOPER
SCI

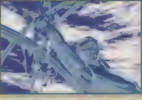
CART SIZE
CD

INITIATED
MARCH 94

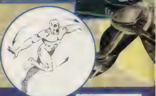
RELEASE
OCTOBER '94

PLAYERS
1

With the Megadrive version under the wing of the Time-Warner group, SCI's Mega-CD interpretation of The Lawnmower Man is set to be the Battersea company's first Sega CD title. Whilst the cartridge follows the film almost scene for scene as Jobe is genetically-enhanced and begins his quest for power within a surreal VR landscape, the CD game begins with Jobe — or CyberJobe as he is known within his new world — firmly ensconced as a sprite-based entity. Cast as Doctor Angelo, the player is dropped into Jobe's world and left to explore the ten sub-games within However, for those of you expecting a series of platform stages a la The Addams Family and countless other licenses, forget it — SCI have tried to make the most of the CD system's available memory to create a game they hope will push back the boundaries of 'Interactive Game Design.' The Mega-CD version of The Lawnmower Man is a direct conversion of the original PC CD game, but the six months between the release of the PC game and this forthcoming conversion has allowed SCI's Southampton-based development team to tinker with the playability slightly. In all, Lawnmower Man CD has been in development for a mere four months, and is shaping up for an October release. Will it be the 'Interactive Movie' SCI are hoping? Judge for yourselves...



As good as Doomed.



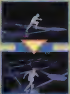
A vector sketching for animation purposes.

PAPER CUTS

The CD version of Lawnmower Man started life as an inch-thick book of loose paper [illegible] and visual tricks. From this, the team then [illegible] which, whilst making the most of the CD's [illegible] then past Mega-CD graphical [illegible] scenario was finally chosen, which allowed the team to incorporate a series of game styles within one large linking 'umbrella' scenario. Ten sub-games were then sketched out and, with these decided, a sheet of A4 was given to each frame with a rough sketch detailing the angle each frame is viewed from and the music to accompany it.

Death by Flymo — a gruesome storyboard.

VER MAN CD

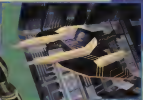


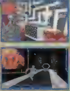
The ray-traced sequences start as CAD diagrams.

THE LIGHT FANTASTIC

Lawnmower Man [illegible] [illegible] [illegible] is good as Mega- [illegible] Doctor [illegible] and [illegible] [illegible] [illegible] than [illegible] PC's [illegible] non- [illegible] with [illegible] metallic [illegible] nearest [illegible] to [illegible] the [illegible] such [illegible] piece [illegible] of [illegible] the [illegible] then [illegible] indi- [illegible] light position. With [illegible] set, the PC is then left to [illegible]

It's that bit from 'Incredible games' on Sunday morning!





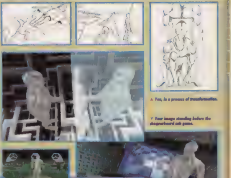
Cyberspace is primarily a test of mental agility.

▲ Part of the game's dramatic attract sequence.

▲ Cinematic style cuts and close-ups.

A LITTLE BIT OF THIS...

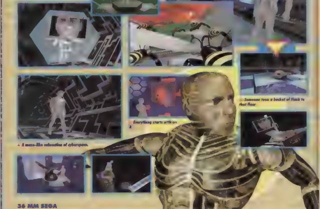
According to SCI, to play Lawnmower Man CD from start to finish would take in the region of an hour and a half — providing the player watched the intermission sequences, too. The actual playable sections range from a tunnel sequence called the 'Cyber Boogie' when Angelo morphs into a winged ship and sweeps to avoid a series of hazards and a chase scene where Jobe's binary Bees pursue our hero. Others include cannon shoot-outs, a puzzle which ends in a nasty spearing for Angelo if the player mucks it up, and a battle against 'Big Red' — the lawnmower in the film! These all lead to a rather smart-looking confrontation as the player heads for the final battle against Jobe which should finish him once and for all — well, until SCI release the sequel, Cyberwar, anyway!



▲ You, in a process of transformation.

▼ Your image standing before the chequerboard sub game.

▼ Clever mixing of Image Generation and live action.



Everything starts with an A

Someone took a bucket of Flash to that floor

▲ A maze-like subsection of cyberspace.

MEGA DRIVE
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RYAN GIGGS
16-BIT CARTRIDGE

MEGA DRIVE
JAM
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MIDWAY
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MEGA DRIVE
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MEGA DRIVE
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V.R.
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MEGA DRIVE
Disney
Aladdin
16-BIT CARTRIDGE
Virgin

(Sorry, unavailable.)

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RITZ VIDEO

1 PLAYERS	[illegible]	OCTOBER
[illegible]	[illegible]	ACCOLADE
	PRICE	TBA
	GAME TYPE	PLATFORM

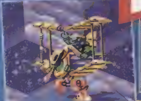
Bubsy the Bobcat shocked the world last year when [illegible] notch Churchmen and world leaders all expressed their hor- [illegible] openly flaunting his front bitz. But did his programmers heed [illegible] because that inimitable puss is [illegible] less, in Bubsy the Bobcat II.

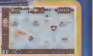
In the last story, Bubsy's quest was to save his world from the [illegible] threatened to purloin all [illegible] world's existing yarnballs (which would presumably lead to catastrophic devastation and certain destruction). In this sparkling sequel, Bubsy has the unenviable task of taking on a [illegible]

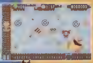
[illegible] the simulated reality is so real it could almost be [illegible] disgruntled travellers are stranded at airports [illegible] he smells a rat (well, a pig).

Bubsy is sucked into his new adventure at the Amazatorium when his identical niece and [illegible] reality, it actually STEALS it and only he can stop it before the world disappears altogether.

Over five different worlds and 15 levels [illegible]



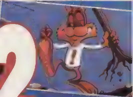




[illegible]

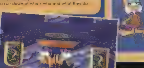
At various points during the game Bubsy enters a secret passageway which leads him to one of three nutty bonus mini games – Frogapult, Bobcat Bungee Jump and Armadillo Pachinko. Continued success during these excursions brings goodies galore including wodges of points, extra lives and power ups. In the Frogapult (pictured) split second timing is essential as Bubsy launches frogs onto floating boats and beasts in order to sink them and pick up the prizes.

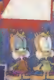
UBSY 2



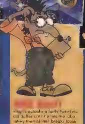
WHO'S WITH PUSSY CAT?

As already mentioned, Bubsy is joined by a whole host of co-stars in this latest escapade. For your delectation, ladies and gentlemen, here's a run down of who's who and what they do.



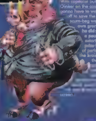


These two identical terrors, Terry and Terry, are pint-sized mirror images of their uncle with all the same moves but with an added in-built magnet for disaster.



OINKER P.

With capitalist bully-boar Oinker on the case, Bubsy's gonna have to work his fur off to save the world. This scum-bag would sell his own granny, in fact he did: for £2.50 a pound, an extortionate price for a piece of pork. Oinker's the brains behind the dastardly [illegible] screen.



[illegible] blows-up through the game.

Virgil's actually a fairly harmless old duffer until he hits the laboratory then all hell breaks loose. He's the inventor of the WOM PUM and is being shamelessly manipulated by Oinker who is using it for his his own evil ends.

CARTOON [illegible]

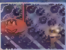
Such was the popularity of Bubsy the Bobcat in the good old US of A that they've already made a cartoon based on the feline character. One episode was shown over here as a Bank Holiday special some time last year and rumour has it that he may become a regular fixture on our TV screens in the future.

◀ Eek! The world is under attack from what appear to be these Flying Saucer [illegible]

Midnight at the 'Body Parts Lost [illegible]

"Hey, Bubsy," said the cute animals, "show your incredible Uri Geller skills to that evil-looking hunter over there."

Roll up [illegible] bigger [illegible]



▲ [illegible]

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[illegible]

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[illegible]

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[illegible]

MEGADRIVE EXTRAS

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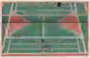
1-4 PLAYERS

RELEASE AUGUST
BY EA
PRICE TBA
GAME TYPE SPORT

PERCENT COMPLETE

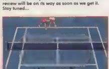


EA TENN

With an ever-increasing number of footy and baseball games still being churned out with machine-like regularity for the Megadrive, it's nice to see EA jumping off the bandwagon and trotting out a tennis game instead

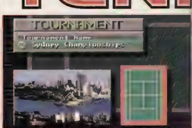
Currently going under the working title of EA Sports Tennis (EA is still trying to sort out a tasty licence for it), the game features 16 worldwide venues, singles or doubles play, grass, clay, hard or indoor courts with all the usual choice of shots. The action's viewed from a raised third person perspective but unusually, the camera moves around the court, zooming in on the play which although obscures parts of the court at times, is supposed to give a heightened action feel.

The players are all rotoscoped, there's a detailed training mode headed by some chap called Vic (who's apparently a hot-shot American tennis trainer) and, as long as you've got the 4-Way-Play, there's scope for some tasty four-player action as well. So far the game's only 30 percent finished but you can be sure that a full review will be on its way as soon as we get it. Stay tuned...



▲ *Tired of losing, the player in the red shirt smacks his team-mate in the cobblers. New balls please...*

▲ *Gosh, I get all the best pictures to caption. I mean, honestly, what can I say about this! Oh yeah, two old blokes.*

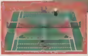


TOURNAMENT
Tournament Name
Sydney Championships

A
sports
NIS

VIEW TO A SKILL

In the past, Tennis games have often suffered from perspective problems — ie. it's pretty much impossible for the second player at the other end of the court to return shots accurately. EA Sports Tennis aims to solve this perennial problem by using a TV-style camera system which zooms in and out of the action. As such, if an area of the screen is obscured slightly, the detail will be magnified slightly. Little touches like this are present throughout the game, and aim to make Tennis more instinctive to play. Similarly, with the viewpoint changing, EA have also concentrated on making the animation as realistic as possible, using the tried and tested Rotoscope system which sees people performing the actions within the game which are then translated in data.



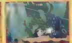
1
PLAYER
OCTOBER
PLATFORM
PLATFORM

Californian forest fires and earthquakes [illegible] king of platform games, Dave Perry, who is set to conquer the gaming world once more with his brand new project Earthworm Jim. Perry, with titles such as Aladdin, Cool Spot, and Jungle Book under his belt, certainly [illegible] break the platform mould.

[illegible]

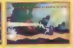
THE PERRY BOX OF DELIGHTS

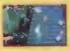
The team at Shiny Entertainment hope to achieve a new standard in videogaming by going one step further than simply bridging the gap between games and animation. Their intention is to allow the gamer to play out the cartoon themselves. This will be achieved creating a new system called 'Animation' a box of tricks which allows an unbelievable amount of animation to be crammed into the game. According to Shiny Entertainment, Earthworm Jim is scheduled for release in early October.



You're for the scrap heap, Bag of Bolts Man.

Take it easy Mr Earthworm.

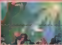




HWORM
IM

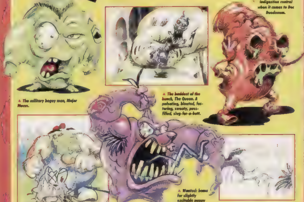
'SUIT'ABLE FOR ANY OCCASION

[illegible] is the business. Simply take [illegible] suit, and [illegible] superhero. As for [illegible] beast with a pla[illegible] his side [illegible] nothing but [illegible] abilities [illegible] [illegible] he can [illegible] remove his [illegible] to use it as a [illegible] whip against tougher [illegible]



ASSASSINATION CHARACTERS

A vast array of baddies are after poor old Jim now that he's the owner of the all important cybernetic war suit



▲ Indigestion central when it comes to Doc Duodenum.

▲ The military bogey man, Major Mucus.

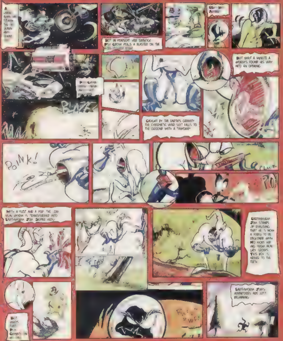
▲ The baddest of the bunch, The Queen. A pulsating, bloated, festering, sweaty, puss-filled, slug-for-a-butt.

▲ Wanted: home for slightly excitable puppy called Peter.

▲ Oh no! Jim resorts to the dreaded tickle attack. Choochie, choochie, coo.

COMIC ORIGINS

To develop an original and rounded character, the creator of Earthworm Jim, Doug TenNapel, drew up a comic strip of the story.


HOT IN PURSUIT HER SIDEKICK PSY CROW PULLS A BLASTER ON THE
BLAZZ!
BUT WAIT A MINUTE A WORM'S FOUND HIS WAY INTO AN OPENING
CAUGHT BY THE EARTH'S GRAVITY THE CYBERNETIC WAR SUIT FALLS TO THE GROUND WITH A THWOMP!
POINK!
CLICK
POW
WITH A FIZZ AND A POP THE ORDINARY WORM IS TRANSFORMED INTO EARTHWORM JIM SUPER HERO
EARTHWORM JIM STANDS UP REALISING THAT HE IS NOW A FORCE TO BE RECKONED WITH NO MORE HIDING FROM HUNGRY CROWS THIS BOY IS ARMED TO THE TEETH
EARTHWORM JIM'S ADVENTURES ARE JUST BEGINNING
PWF!

GET THIS...
...LOW LIFE SCUM

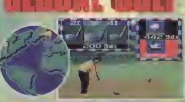
GLOBAL GOLF

1-4
PLAYERS

4

RELEASE	JULY
BY	CODEMASTERS
PRICE	TBA
GAME TYPE	SPORTS

PERCENT COMPLETE



How uncharacteristic of Codemasters to give their new sports simulation the formidable and all encompassing title of Global Golf Coming from a company whose slogan is 'absolutely brilliant' you might think it's just ambitious marketing by the spin doctors of deepest Warwickshire.

However, Global Golf is earnestly aiming to meet the promise of its title, with an attractive list of features normally found on 16-bit machines, or even PCs. At the heart of the cart is a one to four player golf tournament, viewed from behind the player, with detailed course layouts, and a long list of variables to pose a challenge

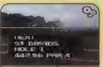
The thinking behind Global Golf is to meld the sophistication of golf simulations with the playability required of a Game Gear game basically depth with accessibility With this in mind all options including club selection stance ball position and swing are selected by a joypad linked icon menu system Originally the game was designed with two courses a country course and a 'links' course with plenty of water but the cart has been expanded to encompass two more international rounds That's not all the goodies, though

RAM RAIDER

The four megs of ROM allotted is a lot for a handheld game but can be accounted for by the digitised animation and rendered 3 D courses One problem that golf games face is a delay between shots as the computer calculates and redraws the view This delay is minimised in Global Golf by an onboard RAM cache which quickens the display

MILD
MEDIUM
MILD

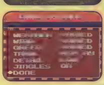
▲ *Whatever the weather...all that's missing is Susanne* [redacted]



NEXT
ST DAVIDS
HOLE 1
442 Yds PAR 4

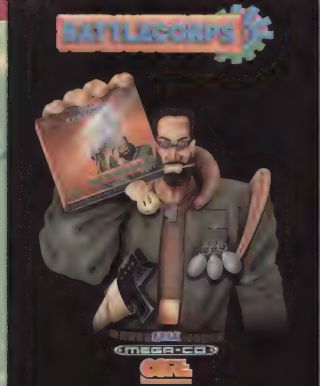
HOLEY COW!

The control systems and best features of existing golf games are in evidence throughout Global Golf All sorts of play options, like the popular Skins game are available, and the distance metre, power bar and 'lie' indicator of (dare we say it?) PGA Tour are visible Despite these, the game still has the firm stamp of a Codemasters production throughout



JINGLES ON
DONE

ROUGH
Hit 150 Yds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PAULS TIPS

This month all of the Mean Team have stars in their eyes. Various members of the crew have had brief encounters with that rare breed, celebrities. Young Oz still drools at the thought of his encounter with the international chanteuse Cathy Dennis Well, the poor chap doesn't get much time off for good behaviour these days. Whereas Claire has had a slightly more topical rendezvous with the 'delicious' (her words) Steven Dorff (Dork? — Ed), of 'Back Beat' fame Now that groovester Gus came into work this very morning with the hot news that he met Jean-Paul Gaultier at the weekend. In fact when I asked Gus who else he'd met, the list just went on, and on, and on . If you've got any star studded tips for next month, then don't delay, send them today to: "I THINK YOU'RE REALLY FAMOUS TOO PAUL", SMALL TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

	[illegible]	[illegible]	[illegible]
2.	[illegible]	[illegible]	[illegible]
3.	[illegible]	[illegible]	[illegible]
4.	[illegible]	[illegible]	[illegible]
5.	[illegible]	[illegible]	[illegible]
6.	[illegible]	[illegible]	[illegible]
7.	[illegible]	[illegible]	[illegible]
8.	[illegible]	[illegible]	[illegible]
9.	DUNERUNNER	POWERCRUSH	DEATHRULER

Here's a few codes to get your teeth around kindly donated by Douglas A. Brown from Ayrshire.

YGZZ TEEA BEWT LZIA MS96
YGQZ XEEY LJWI LQIA MS66
YGQZ XEEA L4WI LQIY MST
DGCW JEEA WWWI LS8Y M76
DGHF JEE6 WW8I LSWB MYT
MRHF JFE6 WWLI LRWB MMIS
MRHF OFE6 WWLA LRWB IM6
MRHF BFE6 WWLG LRWF IDO

Not satisfied with this selection of tuoee-lies? Then try your luck on the dodgems sub-game by pressing A, B, C, A, B, C, B and START!

B.O.B.

Dom and [illegible] Winslew [illegible] a lifesa[illegible] poor se[illegible] the sec[illegible] Before [illegible] the Meg[illegible] the co[illegible] the sec[illegible] slot. Tu[illegible] Megad[illegible] down [illegible] Electro[illegible] comes [illegible] Now w[illegible] System[illegible] you sh[illegible] noise. [illegible] the ch[illegible] Plug th[illegible] into th[illegible] and ow[illegible] give yo[illegible] every g[illegible] Remote. [illegible] these will be renewed [illegible] time you start a level.

Castlevania

[illegible] to fol[illegible] reve[illegible] DO[illegible] A huge [illegible] (Nerdy) H[illegible] both from Ol[illegible] with that.

POWERMONGER

I receiv[illegible] man marv[illegible] gold star for [illegible] ried. Let the[illegible] out there! [illegible] code MA[illegible] quered all the lan[illegible] can replay any[illegible]

JURASSIC PARK

[illegible] Michael [illegible] Miller [illegible] in this [illegible] they [illegible] we [illegible] stage [illegible] sound [illegible] START [illegible] light PA[illegible] and [illegible] ne. A "SECOND [illegible] ge will appe[illegible] game. The stage [illegible] appear, as if by [illegible]

ROBOCOP VS TERMINATOR

Steven Walker of Kilbirnie has uncovered this cracking life bonus. For 54 lives, pause the game and press CC, AA, BB, CC, AA, and BB. In addition, the programmer has something nice to say.

MEGADRIVE TIPS

Sensible SOCCER

The season's well and truly over. The terraces are empty. But don't dismay because now's the time to dedicate some quality playing to your Megadrive. Steve [illegible] from Wellingborough, has [illegible] this superb tip for Sensible Soccer that reaches the leagues that most players never reach. The cheat enables you to play the specialist leagues or cups from the normal or expert difficulty levels in beginner mode. For example, if you wanted to play the Euro-Cup, which is a specialist cup, all you do is:

1. Access the options screen.
2. Set the difficulty mode to expert
3. Go to EXIT and access the Club teams
4. Choose the specialist league/cup you wish to access eg. Euro Cup
5. Choose your teams
6. When the cup first starts abort and exit the club teams
7. Re-enter the options screen and set the difficulty level to beginner
8. Exit the options and [illegible] the club teams
9. Now go to the cup at the top of the screen
10. There should now be two options. Make new cup and Continue Euro Cup
11. Go to 'Continue Euro-Cup' and you should now continue the cup in beginner mode

However there is a downside to this cheat as you can't save the game. Still, you can't have everything

MEGA-CD TIPS

GROUND ZERO TEXAS

For the final [illegible] and Miller duo we have a secret scene. It makes you wonder where they get all this secret stuff. Do they have a Bond style Q bloke who installs all these added extras? Anyhow, when the credits roll, just press C, B, and A, then press START

LEMMINGS

Alexander Hills from Edinburgh has sent a useful cheat for a level select for all of you out there who enjoy watching poor little men fall to their doom. When the Sega logo appears, hold down buttons 1 and 2 and rotate the D pad in a clockwise direction until you hear a bell. Wait for the options screen to appear and then select a level at your leisure

MicroMachines

At long last, a cheat for Micro Machines. What's more, it's an absolute winner. Go to CHALLENGE twice and select any character. During the qualifying race, cruise past the other characters and, before you cross the finishing line, stick the car into reverse and take the chequered flag. From this point on you'll have super speed! And believe me, it's great. A Wembley stadium sized Mexican wave for London Kim, from Surbiton, who sent in this treasure

MASTER SYSTEM TIPS

DESERT STRIKE

In his rush to send me his tip Karim Bourouba obviously forgot how to spell properly. As a result we have a plum pudding of codes for Dessert Strike

Campaign 2 - QQGRJMP
Campaign 3 - QPLAOJR with Carlos Valdez
Campaign 4 - QPCEAQW

IT'S HERE!

AND IT'S HOT

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... ... safely ... country ... have been ... unofficially ... imported ... and have been manufactured for America and is not compatible with UK ... the UK sticker above ... ensure it ... official ... the UK.

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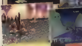

...

Crescent Galaxy ... NOW

Evolution ... NOW

Raiden NOW

Tempest 2000 NOW

Wolfenstein 3D ...

Alien v Predator ...

Club Drive ...

Kasumi Ninja ...

Redline Racing ...

Brutal Sports Football ...

Dugen ...

Rise of the Robots ...

Tiny Toons Adventures ...

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Composite Monitor Cable ...

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Which computer(s), if any, do you own?

2178

Right, get yer skates on, because we've assembled the mother of all Skitchin' guides. Sorry, did you say "why are you tipping Skitchin' since it's a bit crap?" Well, after having played the game intensively since the review, Gus thinks we were perhaps a tad harsh with this Road Rash clone. Skitchin' has it all: reflexes, strategy and a mappable playing area. So get ready to slide up someone's rear-end in style!

YOUR A-Z

The routes of each Skitchin course are identical each time you play. The game is much easier when you've learned the location of weapons ramps and the worst hazards Here are the first seven courses mapped, with a key to each feature

KEY

RAMP
Ramps are used to perform tricks They take various forms including dirt-piles

BAR
A simple weapon found on the early roads Low damage

PIPE
An effective weapon found commonly Low damage

CHAIN
Found from Seattle onward. Medium.

NUNCHAKA
Quite rare but very effective Medium damage

BAT
An occasional baseball bonus High damage

ROCKET SKATES
A powered speed boost, lasting around ten seconds

SLICK
Oil patch that can cause a fatal loss of balance

GLASS
Causes imbalance and wheel damage

ROAD BLOCK
Barriers which cause you to crash

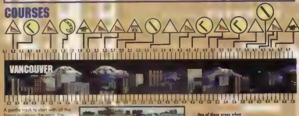
LANE CLOSED
These areas have no traffic and are usually full of ramps weapons and hazards Move into them

CROSSOVER
Major points where traffic crosses to the other lane Common later on

SHARP BENDS
Occur from San Francisco onward Bends where it's easy for Skitchers to fall off

MANHOLE COVERS
Potential destabilisers which hog that 'safe' central part between the two lanes

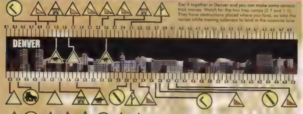
COURSES



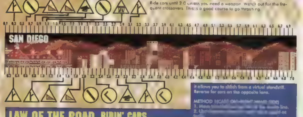
A gentle track to start with all the bonus action on the right. The best time to ride cars is between 4.3 and 2.6 and from 2.0 to 1.3

One of these areas when you just have to hang on and hope.

Get it together in Denver and you can make some serious trick money. Watch for the two trap ramps (2.7 and 1.1). They have obstructions placed where you land, so take the ramps while moving sideways to land in the opposite lane



Ride cars until 2.0 unless you need a weapon. Watch out for the frequent crossovers. This is a good course to go thrashing.



LAW OF THE ROAD

Here are some invaluable tips on the rudimentary skills used in the game.

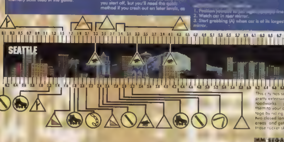
RIDIN' CARS

There are two methods of grabbing cars: the quick and the safe. Use the safe when you start off, but you'll need the quick method if you crash out on later levels, as it allows you to shift from a virtual standstill. Reverse for cars on the opposite lane.

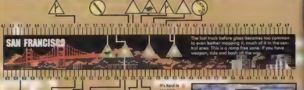
METHOD 1(CARS ON [illegible])
1. Move [illegible] line.
2. [illegible]

[illegible]

1. Position yourself [illegible] line.
2. Watch car in rear mirror.
3. Start grabbing (A) when car is at its largest in mirror.

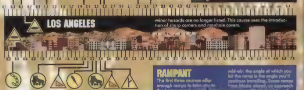


This city has some pretty extensive roadworks — put them to your advantage by riding the two closed lane areas and getting those rocket skates



The last track before glass becomes too common to even bother mapping it, much of it in the central area. This is a ramp free zone. If you have weapon, ride and bash all the way.

It's hard to see past buses



Minor hazards are no longer listed. This course sees the introduction of sharp corners and manhole covers.

RAMPANT

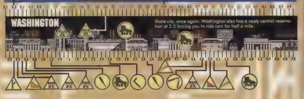
The first three courses offer enough ramps to take you to the bonus round [illegible] one. To trick your [illegible] great [illegible] the [illegible] [illegible] impromptu launch ramps. Don't try and direct your skater in mid-air: the angle at which you hit the ramp is the angle you'll continue travelling. Some ramps have blocks ahead, so approach [illegible] with the intention of [illegible] in mid-air.

[illegible]

[illegible] There's a [illegible] at 0.3 in the centre. Very useful to have.

FIGHTING TALK

Assume a full complement of weapons early on: they are easy to lose. Don't pick [illegible] [illegible] to fight when [illegible] avoid thrashing on the open road as you lose speed. A good fighting method is to duck as you ride the car and [illegible]



Skate city, once again. Washington also has a nasty central reservation at 2.5 forcing you to ride cars for half a mile.

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PRESS START

1 PLAYERS

ADVENTURE

PRICE [illegible]

BY: CORE

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: [illegible]
SKILL LEVELS:3
RESPONSIVENESS:GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

STAGE 4 (NORMAL)

ORIGIN

Battlecorps uses a classical 'rogue computer' scenario to draw the remarkable 3D engine Core originally developed for Thunderhawk.

GAME BREAKDOWN

GAME AIM

Make it to the Cyberzone, at the heart of Mandelbrot and destroy the infected computer system, Moses.

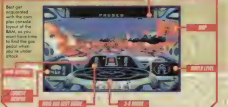
Mandelbrot. The name of the forefather of Chaos Mathematics must have crossed someone's mind when they first saw its surface. Miles of barren, lifeless replication, a fractal pattern, having no clear distinction as a whole, yet each acre, each foot, each square millimetre subtly different to those surrounding it.

Aesthetics, or even the quaint systems of late Twentieth Century number theory were not on those first explorer's minds. The quest for resources, in particular a plentiful source of Meridium, a prerequisite of the Super Fission energy process fuelled their expeditionary drive. Not native to earth, the element is found on dense planets clustering exceptionally heavy metals, planets like Mandelbrot.

Mandelbrot soon becomes fringed with the forms of a colonial mining operation, and the slow rape of a barren world begins apace. But the fractal arc has at least one twist. The main bio-computer, MOSES (Multicameral Organic Synergistic Energised System) is compromised and infected by a virus, at the hands of a rival mining company. Re-calculating the colonists as a threat to Mandelbrot (computers can show the most poetic logic) MOSES places lives and profit at risk. Back on Earth the decision to dispatch a regrettably expensive quasi-military expedition to disable the CPU is made, and three BAM Armordillos head off for Mandelbrot.

VIEW FROM THE BRIDGE

Best get acquainted with the complex console layout of the BAM, as you wont have time to find the gas pedal when you're under attack



Games action ahoy in this action packed screen shot

PA

Battle[illegible] sweat[illegible] inality and innovation from the very start. Even the options menu deserves a slight gasp of disbelief as it rotates within an isometric 3D perspective. As soon as you get into the game, its beauty becomes even more apparent. The scrolling and movement are fluid and react perfectly to the controls An immense amount of attention has been paid to the landscapes and sprites, and it seems almost a shame to destroy them The solidity of the gameplay is only surpassed by the simplicity of the control system It just feels so natural moving around the terrain, easing off on the acceleration as you let another missile fly. Above all the music has to be some of the best that I've heard for a game. The mixture of steely guitars and ambient techno tunes, matches perfectly the nightmarish scenario of a titanium-clad marine battling against the odds This is an excellent example of planning and design that has paid off, and this makes Battlecorps an essential for the Mega-CD library.

JAKS TRAP

By the mid-cent you would be laughed out of Operations for suggesting we send REAL people on an expedition such as this. Human life isn't any more sacred, but hardware is darn cheaper The BAMs work by downloading a human intelligence into a cyborg environment You have three personalities to select from

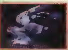
JACK CUTTER
Age and experience count here Jack also exhibits the best all round characteristic of average speed, firepower and armour strength

[illegible]
The team vixen. A hard hitter and frighteningly fast, but a low tolerance to fire is her great weakness.

DICK 'A' JANG
in the 20-C, temperaments like this were called pathological psychoses Nowadays they are just useful, especially when controlling kit as heavy as this

BE BRIEF

Your mission is extensively briefed by Mission Coordinator Lt. Calgary, with the aid of diagrams and speech. There is also a FMV (video) introduction of the plot.



This is what you get to wear. Neat, huh?

The outline of approaching doom.

I'm your number one fan!

MERIDIANS

Mandelbrot incorporates five environmental zones, not counting the unique nexus that MOSES has created for himself at the planet's core. Far from being mere changes of scenery, the varying zones hold different enemy types, fixed features and require different tactics for playing. The five scenenes furnish the thirteen different levels of the game.

AQUATIC

The dynamics of fighting underwater; sluggish movement, poor visibility and limited weapons, make these an area where you are disadvantaged. Unfortunately, MOSES has some excellent custom aquatic equipment at his disposal.

LAVA

Overheating problems figure highly on these zones, as crossing molten areas is sometimes necessary. One level features a fearsome advancing wall of flame.

Visibility problems beset operations in these zones, with a virtual whiteout. Again, lateral thinking is required to explore these areas to their full extent.

A confusing array of tunnels and faces, created for the extraction of Meridium. This is one of the puzzle-led areas of the game with shields, switches and hidden areas to be located.

These are 'hunt and kill' locales laid out in large open chambers with many wandering enemies and hidden emplacements. A systematic approach is necessary.

COMMENT

Gosh. It's rare for a company to take much note of criticism in the way Core obviously have with Thunderhawk. Battlecorps takes the greatest bits of that radical helicopter sim and improves immensely on the play side. Although the 3D loses some of its impact second time round, the game still looks marvellous, and it's surprising how much visual variety exists throughout the levels. It's the missions and not the cosmetics that make the game, though. Thoughtful strategic battle action works better than a mad arcade rush, although Battlecorps can get as frenzied as you could fancy, and presents a real nugget of challenge on the later levels. The only 'Mechwarrior-type' 3D blaster on the [illegible] formats, and rather [illegible] one at that.

FULL METAL JACKET

In addition to standard twin plasma cannon, you have limited supplies of the following

[illegible]

[illegible]

[illegible]

[illegible]

▲ *Fire, my heart revel: burn and me consume.*

▲ *A tease battle-fire situation*

CHAOS ENGINE

Battlecorps is the second game to utilise the 3D rendering engine that Core Design created for Thunderhawk on Mega-CD last year. The same technology will be found in a future release, Soulstar, and a similar idea power BC Racers (now called Chuck Rally), a 3D racing game currently in production

GRAPHICS

91

▲ Fast, smooth and detailed 3D graphics system. Some of the enemies are FAB.
▼ Things get blocky close up.

SOUND

87

▲ Long sections of dialogue used imaginatively and atmospherically.
▼ Those crackling 'ooo' solos are sooo wrong for a futuristic shoot 'em up.

PLAYABILITY

93

▲ Wonderfully playable — at the same time taxing, rewarding, logical and unpredictable. You'll fight for every inch of progress.

LASTABILITY

89

▲ The thirteen missions are huge, with three levels of skill included. Lastability reinforced with concrete.

VFM

90

▲ So much crammed onto one disc — no expense spared, as John Hammond would say.

OVERALL

92

A beautifully crafted piece of Mega-CD software with just the right balance of action and adventure to satisfy all needs.

OutRunners

1-2 PLAYERS

GAME TYPE
DRIVING

PRICE 34.99

BY SEGA

IMPORT

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: SLOW
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
WIN GAME ON EASY

ORIGIN

Based on the arcade game of several years back. Also included is a conversion of the original arcade game.

CHALLENGE
ACTION
STRATEGY

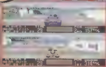
GAME AIM

Choose your wheels and race like the wind across the world. Alternatively, find a chum and race them to your heart's content.

Remember the good old days of car chase films like Smokey and the Bandit? The devilishly charming lead role was always played by a lovable rogue like Burt Reynolds or Jackie Gleeson. Off he raced, leaving a trail of dust and battered cop cars. Sure, he broke the law, but what the heck he was just a free spirit in search of the American dream on the highways and byways of the land of the free.

Now's your chance to relive those days of dashing from state to state with the law hot on your heels. Out Runners is a split-screen affair in which you race against a computer-controlled car (as in the original arcade version) or opt for two-player mode and joyride the planet in an attempt to beat a friend. With speeds in excess of 400kph, the countries of the world whizz past at an alarming rate, but that's not to mention the obstacles which may stop you reaching the elusive qualifying time. With eight litres of engine [illegible] beneath you it might be a good idea to buckle up for this trans-global race of a lifetime.

OutRunners



It's the old rocks/water/potential crash scenario.

AUTOMATIC
ADVICE
AUTOMATIC
ADVICE

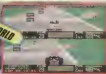
It's Evil Knievel and his amazing one tyre wheelie.

"I know we should have turned left at Alberqurque"

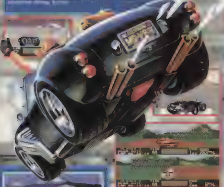
LOCAL SPEED TRAPS

[illegible] all that chuffed with the high speed exploits of the boys and their toys. All manner of local transport impedes your passage. It may be street cars in San Francisco or a herd of elephants on the African savanna. Whatever the obstacle, they're going to give your ABS a severe bashing.

IT'S A SMALL WORLD



There's hardly a country left unaffected by Out Runner's hot-rods. The race kicks off in the US and, after completing the first track, the drivers have the choice of heading east or west. [illegible] of Africa or the [illegible] come to [illegible] the drivers [illegible]



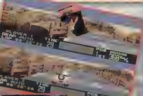
This is probably the only chance that most of us will have to drive something that pushes 400Ks. There are eight of these beauties ranging from an Alfa Romeo Spider lookalike to a souped-up dune buggy. The cars have pretty much the same performance, making the driver's skills all the more important.

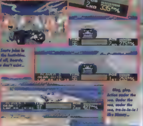
[illegible]

[illegible]MENT

STEVE

Blimey, I'm starting to feel old. I remember all the hype for the original Out Run [illegible] conversion. I [illegible] playing the Atari ST version to death despite its awful [illegible]. However, the [illegible] and technology moves on — although the [illegible] behind Out Runners don't seem to realise this. Remember the days when a race game simply involved moving a blocky sprite left and right, with only the occasional corner to worry about? It's all here. As are the dated, repetitive backdrops, lazy use of split-[illegible] and crap sound effects. Out Runners would have been dated a year back, now, though, it could [illegible]. If Virtua [illegible] Ferrari of race games, this is the Robin [illegible]. Do yourself a favour and ignore it...





Sauro joins in on the festivities. Sod off, Beardy, you don't exist...

Glug, glug. Action under the sea. Under the sea, under the sea, tra-la-la-la I like Disney...

Bay, look! A Little Chef. I love Jubilee Pancakes, me...

THANKS TO

Our review copy of Out Runners was supplied by Martin at Video Games Centre, Bournemouth. Give him a call on 0202 527314.

GOT ALL 'O' GEARS

Depending on the player's driving proficiency, there are options for manual or automatic gears. Automatic allows the driver to keep his concentration on the road all the [illegible] but is limited [illegible] and top [illegible] [illegible] [illegible].

AUTOMATIC
NOVICE

Pick the [illegible] of the world and drive all over them.

GRAPHICS	▲ There's a good attention to detail — the scenes in particular. ▼ Why do they use [illegible]	65
SOUND	▲ Opt for the noisy engines for some juicy revving. ▼ The music seems to have been composed and performed on a Stylophone.	62
PLAYABILITY	▼ Playa.. what?! Out Runners probably hasn't heard of the term. How much fun can guiding a sluggish sprite through repetitive levels be?	52
LASTABILITY	▼ The boredom factor soon sets in when the realisation hits home that there's nothing much to see.	48
VFM	▼ This game's a [illegible] [illegible]. Don't bother forking out for it.	45

OVERALL

50

What promised to be a sincere conversion from the arcade is an insult to the concept of a racing game.

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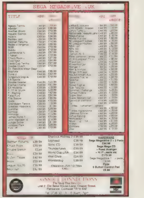

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BODY

1-2 PLAYERS

SHOOT 'EM UP

[illegible]	TBA
[illegible]	SEGA
[illegible]	TBA

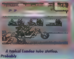
CONTROL: JOY PAD/ MOUSE
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY:
[illegible]

1,000,000

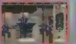
Bodycount plays [illegible] Acclaim's Terminator II, which was also written by Probe.

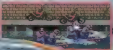
Blast your way through each level taking out as many aliens as possible and collecting the power-ups.

Earth has been invaded by power-crazed aliens, hell bent on stripping our beautiful planet of her precious resources. What's needed is a small, but efficient fighting force of crack shots to take out the dreaded alien threat. But fear not, as the team are armed with the mighty power of the Menacer. Just watch those heavily armed and armoured aliens frazzle under the power of that Infrared technology. If that wasn't enough, the team can also opt to unleash a previously unseen alien butt-kicker: the dreaded, the invincible, the unforgiving Sega Mouse. Nowhere on the planet is safe as the marauding alien forces stalk in search of essential materials. Even the lowly commuter has his routine interrupted as merciless invaders overrun Liverpool Street railway station. Have they no shame? So lock and load as open season is declared on the invading extra-terrestrials.



A typical London tube station. Probably





Shoot the fiends from hell off their jet-skis. Or else.

COMMENT

[illegible]

[illegible] Board tonight we have a selection of power-ups varied enough to keep any resistance fighter stocked up against the invading hoards of evil.

COUNT

THE BOSS FELLAS

The big boys, les grand fromages, those creatures that haunt the end of levels. They are the biggest, and toughest targets in the game. Work out their weak spots and keep on blasting until either your fingers drop off, or they end up another lump of alien wreckage.

COMMENT

[illegible] ideas that Sega would rather forget. However, since some Megadrive owners bought 'Barbie's Bazooka' uninspiring games for it are released at mercifully infrequent intervals. If anything, Bodycount is even less attractive than Probe's Terminator II conversion, principally because it appears so damned unfair. At any given moment there's a dozen aliens on screen merrily blasting away, with your own impotent standard weapon finding great difficulty dispatching even one. The format is much the same as T2: scroll and waste, with little subtlety or surprise. A B-league title [illegible]

Memory, memory a nasty robot man keeps throwing spiky balls at me.

CHOOSE YOUR WEAPON

Bodycount supports both the 'Menacer' and the Sega 'Mouse'. Launched way back for the Christmas of 1992, the Menacer pack included the statutory six game pack. It also died a bit of a death. As for the Mouse, it's now on the market at around the £30 mark.

GRAPHICS

77

▲Nicely drawn sprites that are chockful of colour.
▼Across all the stages it's far too repetition.

SOUND

70

▲Semi-techno tracks that perform adequately.
▼Endless gun fire drones on.

PLAYABILITY

63

▲Starts off fun and furious, for itchy trigger fingers.
▼But then you realise that it's all the same thing.

LASTABILITY

50

▼Even the most patient of players will tire extremely quickly of this dull game.

VALUE

65

▼Even if it was twenty quid, this still wouldn't be worth a look.

OVERALL

62

Initially plenty of challenge, but lets itself down in the repetition stakes.

BULLY'S PRIZE BOARD

IN ONE! AMMO

The quicker it falls the more it adds to your bullet belt

IN TWO! FIRST AID KIT

Restore your glowing life energy in colour coded degrees

IN THREE! GRENADES

Same situation as with the Ammo, the quicker they fall ... yes that's right

IN FOUR! POWER-UPS

Grab these and put some more oomph into your spray of shells

IN FIVE! SHIELDS

Armoured plated hearts are the order of the day with this recipe

AND BULLY'S SPECIAL PRIZE! NUKE 'EM

Snatch this and you can vaporise the entire screen

1-2 PLAYERS

GAME TYPE ADVENTURE

PRICE 29.99

BY ACCOLADE

RELEASE JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: [illegible]

1ST DAY SCORE [illegible]

ORIGIN

In the same genre as Micro Machines, Rock 'n' Roll Racing, and Road Rash 2.

GAME AIM

[illegible]

COMBAT CARS

They're un[illegible] the engines scream in an [illegible] of [illegible]. With a blin[illegible] they're off[illegible] track they [illegible] one [illegible] other [illegible] the [illegible] ends. It [illegible] be a close finish. Then [illegible] and tells me [illegible] scalextric cars [illegible] nothing [illegible]

[illegible] Ex[illegible] here is that you don't have to [illegible] your fave[illegible] Dink[illegible] Choose your driver from [illegible]

[illegible] on the track, and put the [illegible] here's [illegible]

[illegible] different lo[illegible] tions with four [illegible]

[illegible] other [illegible] tutors and [illegible] So if you fancy [illegible] Marc [illegible] or Leslie [illegible] and [illegible] wh[illegible]

No they're [illegible] Each has an individual weapon to send the [illegible] off in a [illegible].

TRACKY RACERS

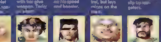
[illegible] A [illegible] looker and all-rounder. Not much of a [illegible]

[illegible] [illegible] is stuck on you with her glue weapon. Tacky [illegible]

RAY [illegible] boy who relies on his speed and booster.

MEKMAC If there [illegible] was a boss boy [illegible] Tough to control, but lays mines on the [illegible]

JACKYL [illegible] for the [illegible] slip [illegible] gators.



COMMENT

GUS

This jolly little number immediately brings Micro Machines to mind as it portrays a similar concept. That is actually its main weakness, as it fails to match it for quality. The basis of the game is fairly playable, especially in one-player, but Combat Cars misses the opportunities to build on this to make something really special. graphics are competent but unsurprising, the cars themselves have lacklustre special powers The two-player option is another good idea, but you are forced to play it out over a 24 race marathon Surely varying the size of this option wouldn't have taken that much thought? Combat Cars is under-developed, and Micro Machines 2 is already on the horizon. .

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Tired of playing with yourself? Get a mate and away you go with two player fun. The tried and tested split screen two player [illegible] vengeance [illegible] either [illegible] ing the living daylights out of each other, or working as a team against the remaining drivers.

SOMETHING FOR THE RACE-TRACK, SIR?

This is the [illegible] of these [illegible] for [illegible] box to [illegible] tion.

COMMENT

PAUL

It's the same old story Micro Machines meets Road Rash 2, meets Rock 'n' Roll Racing Combat Cars has lifted all the essential elements of these classic games, and rather than pay homage, has committed an injustice. Graphically it's nothing special For a start, the 3-D perspective is all disproportionate The sprites have no real depth, let alone logical collision detection. In two-player mode, the slow down is significant. Pass the aspirin. But after all that I inexplicably found myself enjoying the game and wanting to give it 'just one more go'. Its simplicity is, I suppose, its charm.

SHOP
MEGA LINES

[illegible]
[illegible] road handling, the smoke doesn't do anything though.

[illegible]
[illegible] and guided missiles [illegible] and weep for boys.

[illegible]
[illegible] Fast, but [illegible]

GRAPHICS

70

▲The colour and the background detail really stand out.
▼The car sprites are too small and there's not enough background variation.

SOUND

72

▲Some really nice dancey happy catchy tunes.
▼There's something wrong when you can't hear an engine in a racing game.

PLAYABILITY

68

▲Despite the game's limitations, the gameplay is unexpectedly addictive.
▼The slowdown and the flicker serious threaten concentration.

LASTABILITY

68

▲There are loads of tracks to master, and then of course there's the two-player mode.
▼A track editor would have lengthened the appeal of the game.

VALUE

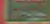
76

▲£30 is a reasonable price for a game of this calibre.
▼It won't be at the top of [illegible] shopping list.

OVERALL

71

[illegible] to rediscover a couple of years after first playing to death. But it desperately needs a track editor.



1-2 PLAYERS

SPORT

£36.99

SEGA

OUT NOW

CONTROL: JOY PAD
CONTINUES:N/A
SKILL LEVELS: 1
RESPONSIVENESS:POOR
GAME DIFFICULTY:
MEDIUM

N/A

The 8bit offspring of the Megadrive title that started life as [illegible] from Sega Software.

Stick a leather ball into the back of a giant onion sack. The long-and-short of it.

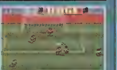
“On the ball City, never mind the danger. Steady on, now's your chance. Oh you've scored a goal. City, City, City.” The hallowed cries of dedicated footie fans. The pride of a city rests in the hands of eleven blokes with extremely dodgy haircuts. The next ninety minutes could be the most exciting event of your life but then again it could be just another cold, wet and boring Saturday afternoon.

It's a funny old game. Especially with this frenzy of software being released to mark the 1994 World Cup in the good ol' U.S of A. What started off as a kickabout in the park caught the attention of the Yanks and has become mega bucks. Let's face it, it's not been so fashionable to be a footballer since Georgie Best, superstar, was wearing women's underwear. Ultimate Soccer has every intention of cashing in on the seasonal popularity surrounding the big event. With numerous options and even the inclusion of a league system, it certainly wants to play with the big boys.

ULTIMATE SOCCER

GET STUCK IN MY SON

The player sprites are in the usual business of ducking and a'diving, dodging and a'weaving limited to the two function buttons. The gameplay consists of dribbling the ball up the field tactically passing it about and going for goal. For set-pieces like free kicks and throw ins, a handy dotted line guides the strength and direction



ABSO' LEAGUE'LY FABULOUS

In addition to the exhibition matches there's the Ultimate League and Cup options. Here the more strategic theme lets you choose teams to play off against each other. The computer plays the non-player matches and dishes out the results a la classified results on Saturday Grandstand

[illegible] the build up to the crunch Czech v Costa Rica match.

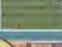
COMMENT

This game is so substandard that it's not even funny. It's [illegible] enough that it has to be yet another football game, and one that is a half-hearted attempt to cash in on the World Cup craze. The actual game action is dreadful. The one thing you'd expect from a footie game is to able to follow the ball. This is not the case in Ultimate Frequently, the ball goes completely out of view as the scrolling isn't fast enough to keep up. The screen jerks around so erratically, that the player is left completely clueless as to the position of the ball. As for the league element, there's not a great deal of point to it all. In play, there's no difference in content. I could find only one item of merit: the penalty shootout. Nice idea, shame the control system is too basic. I would strongly advise Master System owners to take a wide berth of this one.

COMMENT

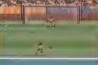
Paul's adequately spelled out all the gritty bits of the game. Shame really, as the great Striker — from whence this ultimately came — is a classic. However, the Master System struggles to put on the same show, showing its inadequacies in a way that Sensible Soccer on the same format does not. Sensible really is a benchmark for all future Master System sports games, demonstrating that they can equal their 16-bit counterparts in terms of playability. Ultimate, meanwhile struggles with scrolling and an unwieldy strategy system. An early bath for this one.

Oh no. It's that damn [illegible] goal again.



REFEREE, PENALTY!

The game takes a whole new perspective with the penalty shootout, viewed from behind the prospective scorer. With a swift boot of the ball you guide the direction to slip it past the keeper. In a similar fashion, when your 'keeper faces the opposition, you control the direction in which he dives



See if you can catch this one then.

GRAPHICS

65

▲ [illegible] ▼ On the pitch, it's the same old thing [illegible] scrolling.

SOUND

58

▲ Good hearty crowd cheers.
▼ FX on the whole tend to be squeaks and groans and the music gets really tedious.

PLAYABILITY

41

▼ Being able to see what you're doing is not too much to ask.

LASTABILITY

45

▲ Lots of options.
▼ Many of which are irrelevant.

VFM

46

▼ Watch this one land in the bargain basket.

OVERALL

42

An extremely dull game that has nothing to offer [illegible] frustration.

1-2 PLAYERS

SPORT

£44.99

ACCOLADE

RELEASE JULY

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: N/A
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
WIN 5 GAMES IN LEAGUE

ORIGIN

Hardball '94 is the next instalment in the line of baseball games bearing the same title

GAME BREAKDOWN

GAME AIM

Take your pick from 28 teams and opt for an exhibition match or to join the league and play as much as a whole 162 game season.

[illegible] players to help them catch the [illegible] You never used to get all thi[illegible]

[illegible] Baseball Players [illegible]ball '94 promis[illegible]es to bring even more realism to [illegible] the game. As with most sports, the [illegible] players and teams has to be cop[illegible]

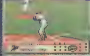
COMMENT

Am I mistaken, or is this a step back from Hardball III? Baseball games are a specialist pursuit, which always makes them difficult to rate. However, compared to Accolade's previous acceptable efforts, and Tengen's fine RBI '94, Hardball '94 comes across as a bit irrelevent. The new angle that has been taken is one which thrills baseball statistics fans, though there's not many of them in Britain. Othewise the clever rendered batting animation is spoiled by the poor outfield graphics. Hardball '94 is good enough to satisfy its target market, which is, fortunately, 3000 miles across the Atlantic

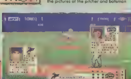
You can never get enough practice to prepare you for the onslaught of the pitchers. Try out as many pitchers from as many teams as you wish. All of this in the safety of knowing that you will never be struck out

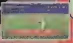
BATTING PRACTICE

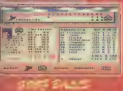
ardBall '94



There's no need to fork out for these collectable baseball card any longer Hardball '94 has all 700 players from the American leagues digitised with their vital and professional statistics available at the press of a button. Every time a change is made in either batting or pitching, these stats pop up to let you know who you're dealing with Even during play, you can pause the game to take a longing look at the pictures of the pitcher and batsman







al season, you might think that would take a hel of a long time. With that in mind, the development

save all the necessary data to maintain the league The Player Editor allows the customising of teams and their attributes, and also makes use of the ba build up a dream team.

COMMENT

PAUL

By improving on the sense of realism, Hardball '94 tries desperately to fill the shoes of its predecessors. Unfortunately, the addition of digitised player sprites and all the baseball cards has significantly downgraded the importance of the gameplay. For true fanatics of the sport, the statistics may be seen as a bonus. But for the average gamer, playability must always come first. Even during the batting, the digitised characters appear lifeless, and there is no guide to the distance and speed of the approaching ball. When it comes to the overhead view of the playing field — well what can I say? There is absolutely no need for such poor sprite animation. To top it off the control of the fielders is just abysmal. Hardball '94 has some nice ideas to improve the gamers lot, but is caught out even before it passes the first options base

GRAPHICS

56

▲ The digitised players look pretty [illegible]

▼ The player sprites when viewed overhead are pretty [illegible]

SOUND

57

▼ Traditional baseball tunes that jump up from nowhere and for no apparent reason. The speech element of '93 is missing.

PLAYABILITY

67

▲ [illegible]

▼ Another victim of more statistics and less gameplay. Fielding often becomes a muddle.

LASTABILITY

65

▲ If you're a baseball fanatic, then the 162 game season for you.

▼ The game offers no significant hook factor.

VFM

60

▼ [illegible] you'd be better off buying a bat, a ball, and some [illegible] take down the park with your mates.

OVERALL

64

It's got some good new features, but, unless you're a statistics nut, a wiser investment would be RBI Baseball '94.

My Pain

The Animated Paint Progra

1 PLAYER

GAME TYPE
EDUCATION

PRICE	£44.95
BY	SADDLEBACK
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD/MOUSE
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS: GOOD
N/A

N/A

It all started when a caveman became sick of his bland cave walls and decided to do a bit of doodling.

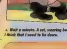
GAME BREAKDOWN

GAME AIM

Choose either to paint a picture free hand or colour in a selection of outlined images.

They say that school days were the best days of your life. Hmm, not so sure about that one. But certainly the days at nursery school were 'triffic. All you used to do was play in the sand pit, jump up and down in the paddling pool, and cover your hands in poster paint to make ace hand prints and finger paintings

Those carefree days. Lolling about making a huge mess. But it no longer has to be a carpet staining (?) occupation with the advent of My Paint. This package has the potential to keep any child, be they young or old, happy for many an hour on end, dabbling with paints to their heart's content The possibilities are literally endless By using the Mega-CD's increased storage capacity, My Paint can bring your pictures to life with sounds and speech relating to the content of the built-in drawings. Better than a thump in the face with a rusty can of Dulux



Wait a minute. A cat, wearing boots, laughing. I think that I need to lie down.

RECORD THE STUFF

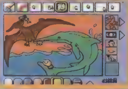
The problem with console art is that you can't keep a physical copy of all the hard work that you've put in Or so you might think My Paint allows the user to hook up the console to a video so you can store your masterpieces on cassette

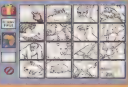
COMMENT

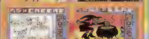
This hardly qualifies as a game review in the loosest terms, because it is a practical application for the Mega-CD. The prospect of a drawing and colouring package is not why most gamers buy a Mega-CD. But I found myself being slowly but surely regressing back to my childhood days of just messing around with colours and pictures, and it was fun. I especially loved the speech and the sound effects included in the set pictures But the art package is severly limited by a pallette of sixteen colours. I found it frustrating re-using colours when filling in the set pictures. Ultimately this is for smaller children, and it is the kind of thing that they would enjoy, but I can't help but wonder what is wrong with a nice box of paints and Dad's shirt on back to front.

COLOURING BOOKS

Included on the CD are ten different colouring books of various subjects. From transportation to the African rainforest, from dinosaurs to Mother Goose favourites





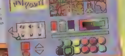


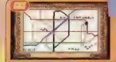
▲ Here's one that I prepared earlier. Something to amaze your friends and family.

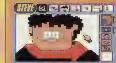
Paul's last comment is pretty succinct. Some colouring books and a wallet of felt tips is infinitely more practical (and permanent) than lugging My Paint around. You, reader, are unlikely to have ankle-biters of your own to think about, and have left this kind of pre-school pastime behind. So I don't think you need consider My Paint any longer — toddle off and read the Battlecorps review. That's not to say this is badly produced software. It's rather smart, apart from the pathetic palette. But who is it for? Middle-class technophile parents and propeller heads

SOUNDS GOOD TO ME

The Dialogue option adds an edutainment element to the package. This means, for example, that if you click on a dinosaur, the user is given a short history about the creature and the origin of it's name. There is also a noise icon so you can make your dinosaur roar and your train choo-choo







Let's take an in depth artist's appreciation ... It's simplicity is an earth shattering puissance highlighting the road to eternity. **Steve** From the Pop Art Warhol school the message promotes art's rebellion in society ... Fantasy confronts traditional Romanticism in a off-world exploration

GRAPHICS

58

▲ Lovely, colourful, and cute for the kiddies to colour in to their heart's content.
▼ Only sixteen colours. Please, this is meant to be an art package.

SOUND

83

▲ Ambient music to accompany the artist at work. The sound effects will make even the [illegible] character chuckle.

PLAYABILITY

60

▲ It grows on you very quickly and is a lot of fun to mess around with.
▼ There is no [illegible].

LASTABILITY

54

▲ With 200 set pictures, it's a mammoth task for any budding artist to complete.
▼ I don't really see that much point to it.

VALUE

41

▼ Just think about [illegible] you could buy for the price of this [illegible]

OVERALL

53

Evidently aimed at younger children. An art package where the actual drawing is a low priority, making it rather a luxury to have.

1-2 PLAYERS

£29.99

C & E INC

IMPORT

PUZZLE

Crab your hat and cane — it's Magic Bubble time again!

"I'm forever blowing bubbles. .." But enough about Michael Jackson, let's talk about Columns. Whoops, sorry, we mean Magic Bubble. Easy mistake to make, though, for verily this is a Columns clone — albeit one that's played upside down and has cute little bubbles with cute little arms and legs instead of jewels.

The rather tenuous storyline involves you as the master of the deep trying to save all the underwater sea life from death by suffocation by persuading the bubbles to yield forth their precious bodily oxygen. The cantankerous little sods will only do this though if they're linked up in lines of four which produces a huge four-fold fart, releasing the oxygen.

COMMENT

[illegible]

MAGIC BUBBLES

COMMENT

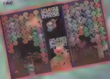
[illegible]

BLOW BY BLOW

Alone or with a mate there are three playing options to Magic Bubble — in normal accrue as many points as possible by keeping your bubbles down; something similar to Flash Columns where a specific bubble needs knocking out, and a head-to-head against the computer. Build up your opponent's side by keeping yours down and, if things get tough, use your Magic to help you out.

[illegible]

Crap Joke Corner: Who is the greatest bubble boxer? Gaseous Clay! (I made that up, so I did)



Brightly coloured with cute bubble cartoons.

A variety of tunes which add to the atmosphere.

Easy to get into and control.

A good range of playing options and a heap of tough levels.

A nice change from Columns at a greatly reduced price.

OVERALL 76

An unenhanced Columns clone but fun and cheap nonetheless.

CHEERS TO

George at ICE Distribution (0302 340 079) for the loan of the cart.

CEASARS PALACE

PLAYERS	1
PRICE	£49.99
BY	VIRGIN (US)
RELEASE	IMPORT
GAME TYPE	PUZZLE

Gambling is a mug's game. Everyone thinks there's a fortune to be made, but why do the casinos have crystal chandeliers and marble floors? Gambling isn't 'luck', it's an almost exact science. In the scheme of things, casinos take more of your money. With Ceasar's Palace these problems are eliminated. After a £50 outlay, no one will tap you for a single penny. The trouble is, its just a pretend video game casino. Remember, don't win — it's just for fun.

NOW LEAVING
LAS VEGAS

COMMENT

GUS

They say gambling games can never work on computer — no real money to lose; no real tension. But Ceasar's Palace could have been ten times better if it allowed the game to be a social experience. As a one-player game it's pretty lonely. The range of games is commendable, and the implementation is Ok, if a little scruffy on the visual side. If you really have a gambling problem you may like this, but I'm immune

COMMENT

LUCY

I'm a bit of a gambling freak — fruit machines, cards... you can't beat the thrill of the win. The first problem with this is there's no money to be won — there's nothing Virgin can do about that, but they could have added a two-player game and a more user-friendly access system. As it stands, I wouldn't touch this with a barge-pole.

GRAPHICS	**48**
Functional but pretty horrible in places.	
SOUND	**51**
One of the game's least important aspects.	
PLAYABILITY	**46**
As unpredictable, annoying and utterly fruitless as real gambling is.	
LASTABILITY	**40**
The password allows you to play an ongoing game of [illegible]	
VFM	**39**
You're spending £30 you can never recoup in winnings.	
OVERALL	**42**
Not an indecent proposal for a game — just not a very clever one.	

CARDS ON THE TABLE

[illegible]

KENO

$500,000 KENO

[illegible]

[illegible]

[illegible]

[illegible]

[illegible] '3 of a [illegible] houses'.

50 YARD FIGHT
100
50

[illegible]

[illegible]

[illegible]

WHAT A [illegible]

[illegible]

THANKS

Mucho thanks to Martin at The Video Games Centre for the loan of the review cart. Call him on 0302 527314

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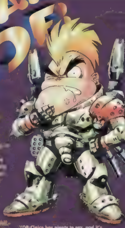
Please see page 96 for order form.

MEAN YOB!



In the lower depths of the Pacific Ocean's dark cold sea [illegible] where [illegible] they have never come into contact with the sun's rays, living in their own dark little world, [illegible] meander around with no purpose whatsoever. Which brings [illegible] to this month's letters. The similarities between some of the people who write into these pages and plankton is uncanny, and if you want to impart your views on lying sharks and jellyfish, write to: TORI SPELLING HAS A FACE LIKE A SMACKED [illegible] BAG, MEAN MACHINES [illegible], Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

[illegible]

Dear [illegible]

Hello monkey spanner, I hope you can answer these taxing queries.

Why does the cartoon of Paul look like Peter [illegible] abbreviation such a long word?

How come everyone is having a go at Claire? I think she's really nice, and much better looking [illegible] know I would. I hope that all these questions aren't too [illegible] make you feel better.

P.S. Do you like Penguin Cake Bars?

A. Carne[illegible]

YOB: Claire has plenty to say, and it's all pretty boring. You should get together, [illegible] — you'd make a great couple. You're [illegible] she is better looking than Oz, but then again that wouldn't be hard, would it? As for your pitiful questions, I've handled a lot bigger and meatier than them.

[illegible] GAMES

Dear Yob,

I am writing to you in response to your wise words of wisdom in your answer to my letter (issue 20), the one about the burglary. Yob, or should that be Mr. Holmes, how right you were. If you recall, I was burgled while at my Nan's, and you suggested that 'the old dear' masterminded the whole scheme. Well, she only did send the boys round to do the biz while we slaved away creating an authentic Victorian Fireplace with matching mantelpiece. Anyway, she was Mrs. Big alright. Not quite the 'a bit past it old love' she'd have us believe. Not only that, but on her arrest, the C.I.D. discovered that she was the brains behind a[illegible] mass crimewave in South-East England. What's more, she [illegible] wanted in four countries, and has an F.B.I. file that dates back to November of 1963, detailing an incident in Dallas when she was spotted with a rifle behind a grassy knoll.

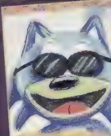
Talk about not knowing someone! She was sent down for life (about 6 months then in the old dear's case) but on her way to Broadmoor she was sprung by her evil cronies and was heard saying "Grannies of the world unite! We will crush them, ha ha! ha!". She was always a bit tipsy on the sherry around Christmas time, well October really. She said that she liked to plan ahead. Well, she is now somewhere at large in the Basildon area — gasp! Live in fear ignorant citizens! Lock all the windows and doors! Keep women, children, and pets inside!

That was a public announcement.

Grant Tebard, Basildon, Essex.

YOB: Well, the lesson is you should choose your relatives a bit more carefully in future. I knew an old woman who used to steal oranges by stuffing them down her corset. When they caught her they let the theft charge drop but she got six months for smelling of wee. Now I mention it, your letter came on sort of yellowish stationery. I suppose you'll say it's Basildon bond...

An amphibian flight of fancy, from someone to scared to reveal their identity.



Sonic in shades from Marie in sunny Weston Super Mare.

HARRISON FORD

Dear YOB
[illegible] you, I wish you [illegible]
[illegible]
Sensi Morta.
YOB:And you are the anti-joke. Imagining using that rib-tickling expression from Wayne's Underworld which everyone else buried years ago. You are sad (fin).

[illegible]

Dear Yob,
I have been appalled at the [illegible] MEAN MACHINES SEGA has written about Nintendo over [illegible] member that in the second issue of NMS, after the split, a person wrote in worried that the two mags would [illegible] "Nintendo is rubbish". [illegible] you won't read any of that tripe in here". The issues of NMS which followed were free of immature comments, but soon after that, sly remarks began to creep in. Not many [illegible] but gradually working up to at least ten an issue. Reviews were getting stupid because you weren't actually comparing the game under scrutiny with other Sega attempts, instead saying that the game was better than any Super NES cart around. Duh!, what is the point of that! After all, [illegible] a Sega magazine, not a "[illegible]" off the rival console" publication.
From this letter you must think that I am a Nintendo owner and you are correct, but I also have a Sega so I'm not being biased. I purchase [illegible] NMS — I [illegible] Sega's expense there) every month, but recently with all the anti-Nintendo remarks being dished out I don't know why I bother. [illegible] this if I saw it in an inferior mag, but in MEAN MACHINES. I thought that you were a cut above the rest, obviously I was mistaken.
Stuart Alexander, Swindon, Wilts
YOB:When you grow up, you'll discover a little thing called evidence. You use it to back up claims like the ones you have just made. [illegible] here, I'm afraid. In fact, your letter is one long collection of butt noises punctuated by full stops. The (few) references we have made to Nintendo have all been pertinent — who does want a Gameboy Super NES [illegible]? In comparison, you're just impertinent. Go away.

1492

Dear YOB
I have a friend who thinks that Revenge of the Shinobi is better than Flashback. He thinks the graphics are a lot better and the gameplay is excellent, is he sad or what?
Neil Collie, Leighton Buzzard, Beds
YOB:Nerds of a feather flock together. After all, he is your mate.

GERARD DEPARDIEU

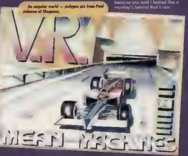
Dear Yob,
Why is Super Kick Off so crap? I was playing it for a few days and it is [illegible] would also like to say that your mag is brill. Also why is Nintendo so sad. They have no good games and they don't have a CD.
P.S. Do you like Penguin Cake Bars? Give me General Chaos or you will die!
I.D, Scotland.
YOB:Nintendo have no Cee-Dee, you have need a Scee-bee. I love penguin cakes, but it's a b'gger getting those feathers out from between my teeth. I have here a copy of General Chaos... which I'm not going to send you.

GROUNDHOG DAY

Dear Mean Granddad,
Why the change? Is it because you didn't get your pension or is it because your Zimmer frame was stolen? Please, please, please, tell me why you don't insult people as much as you did. This has gone on too many editions — get hard, get tough, oxycute them. Sorry I've gone completely off the subject [illegible] you when you said how smeg[illegible] Mr. Blobby was. You see I don't mind if you take it out on me, I don't run off and cry to Mummy because you said I looked like a monkey's behind that's raw.

Sorry! From Carl Prince (of Darkness?) of Ilford.

An angular world — polygon pix from Paul Johnson of Skegness.



A Megadrive melange, Philip Smith of Kings Lynn orchestrates.

Someone tied the monkey down to a red hot oven. So what, who gives a damn!

Chris Price, Frinton-On-Sea, Essex.

[illegible] — chill the black puddings lads — Yob's going out on the road again. [illegible] run to mummy, seeing as you stay at Mrs Gosfield's orphanage for [illegible]

[illegible]

Dear Yob-a-Dob,

I would like to start by saying, chuffy boofies on [illegible] strange, squishing sensation [illegible] would just like to publicly humiliate my sister Catherine. Not only is she an East 17 fan, but she actually fancies Rod Automatic! She thinks he's [illegible] was Ariel Ultra, but I thought that would be a bit too sad.

Cry Baby Boofies, Flibberdy Flob Land.

YOB:You have an astounding grasp of English — astoundingly retarded. I would [illegible] there's a water area and send git to your literature class. It's obviously genetic, considering your sister's little 'complaint'. We're thinking of a 'scratch and sniff' special for Rad (he does plenty of both) the only EMAP employee to [illegible] under his desk. Seriously, Steve and Gus sit behind Claire's desk and watch the workshy git tap away on his keyboard, delete what he has written, excavate his nose [illegible]

DANNY GLOVER

Dear Yob,

I just have to [illegible] panies [illegible] that sid[illegible] game [illegible] up and throw away the key. Games are bad enough [illegible] ly any [illegible] characters who have the most power and are always [illegible] home[illegible] ters to [illegible] them! [illegible] will no [illegible] would [illegible] stupid.

Tanya.

YOB:Yes [illegible] shouldn't be portrayed as weaker than men, but in many instances both men and women are shown [illegible] to give a game an [illegible] ing image.

About gays and lesbians. Well, along with all sorts of other people some of them work at EMAP (who knows, maybe even this magazine), and are afforded the same rights, courtesies and prospects as anyone else. Which is how it should be. But for a mostly young readership, such issues should be explored in a more suitable forum than MEAN MACHINES SEGA. Blimey, a serious answer. I'm off for a lie down...

[illegible]

Dear Yob,

First of all I think your's is the best write-in column. Anyway I bought Thunderforce 4 not so long ago for only £9.95. Our local computer shop must be going soft, and after I completed it, it says "to be continued...". So will there be a Thunderforce 5, and if so when? What do you think of Maximum Carnage? C&VG are braindead, they called Carnage, Max. Wrong, he is called Cletus Kasardy.

Philip Smith.

YOB:There will surely be a Thunderforce V, but don't ask me when. I wouldn't want to say the entire CVG staff are infected with Mad Cow disease, but let's say they are not averse to the odd hamburger. Paul [illegible] is to sensible [illegible] what Christy Brown is to [illegible] lation.

[illegible]

[illegible] Yob,

[illegible] just a short message for Helen Rossendale [illegible] you that I would never insult Yob [illegible] called Yob.

Guile

[illegible] and when did you last look down recently? I see you've been taking English lessons from Dan Quayle. You have a lot to learn, my son, and first is how to pee in a straight line — though with your tiny [illegible] todger that will take some doing.

He has returned from the spirit world with answers to letters too banal to be printed in full. Bloody hell, they must be terrible

DAVID CRENSHAW You obviously bring new meaning to 'where's the soap?' Just make sure your Mum doesn't wash her face with it afterwards

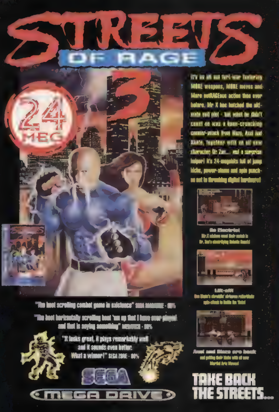
SARAH TAYLOR Steve says he wouldn't use mine let alone his

ALEX MULLET Unfortunate name you have there Alex. Not as unfortunate as your obvious lack of intelligence, though

IAN CHAMBERS A cheese grater, eh? My, I bet you don't get out much

DUCKLING VON DRAKE Ho-ho Blimey, if we were in 1973 right now, you'd get your own mini series. Get up to date Bozo

Ryan Hunter of East Kilbride draws a forceps Fei Long of SFII.



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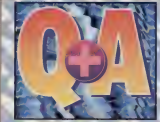
SEGA

MEGA DRIVE

TAKE BACK THE STREETS...



[illegible]

TWO LOUSY PICS MAKETH NOT A PREVIEW Q&A,
[illegible],
Priory Court,
30-32 Farringdon Lane,
London,
[illegible]
But if you want to consult the wise old sage, just address your envelopes 'Tibet'.

[illegible]

Dear Steve,
I am considering buying the Mega-32 and the Multi-Mega depending on your answers.
1 Considering the shape of the front of the Multi-Mega, will it be compatible with the EA 4-Play add on and the Sega 4-Player Tap?
2. Will the Mega-32 run Mega-CD games?
3 If not, will the Mega-32 be compatible with the Multi-Mega?
4. How much is the Multi-Mega?
5. And is it true the Mega 32 will be around £150?
Scott Macdonald, Glasgow.

STEVE:1. The Sega one, yes, the EA 4-Play probably not. 2 It's too early to say. 3. Presumably. Sega have probably taken all existing Megadrive models into consideration. 4. £350-399. 5. It hasn't been confirmed, but it's certainly a possibility.

[illegible]

Dear Steve
Please answer these questions because I don't want to waste a stamp
1. Me and my friends were playing SF II and on the screen appeared some numbers with "address code" at the top. We could change the numbers about. What does it mean?
2. In another magazine it had the Game Genie code for Sonic 3 (AA6T-AAXC) and it showed a shot of the level select There were three extra zones Flying, Battery Mushroom Valley, and Sandopolis. Are these real levels or just demos?
3 For the review of Sonic 3, you said it would take a week to complete it without the emeralds, and 6 days with them. Do you think we are thick?
4 Have you got any cheats for Sonic 3 (not Game Genie or Action Replay)?
Michael Southgate, Bingley, W. Yorks

STEVE:1. Oops, your cart crashed revealing some of the game's machine code. Nothing serious, though. 2. Gen-u-ine, methinks. 3. Not all of you. Mind you, if you read some of the letters we get here.. 4. Yes, but we printed it last issue and I haven't got the space to do it here.

[illegible]

Dear Steve
Could you please answer my question. While playing Eternal Champions on the Megadrive, I defeated Trident Some vines then came up from the water, wrapped around his body and pulled him down into the water I then defeated Midknight and one of the helicopters came out of the background, released a missile, and reduced Midknight's body to a skeleton I have never seen this happen again so please could you tell me how this happened
Tim Cook London.

STEVE:Eternal Champions is full of these little surprises Does the word 'random' mean anything to you?

[illegible]

Dear Steve,
I have a problem. I got a Megadrive II for Christmas and I bought Road Rash for it. However, I noticed that the cartridge is a different shape. I now know that all EA games are like this. I put it into my Megadrive and it worked

[illegible]

[illegible]

okay, but when I reset the game, the screen went all funny I turned the power off and on and it worked again Please tell me if the game is faulty or if it's not meant to be played on the MDII, because I would really like to buy Jungle Strike Thanks.

Christopher Archer, Liverpool

STEVE:It's nowt serious. Resetting doesn't always clear the Megadrive's memory. Only a 'hard reset' (ie turning the machine off for a few seconds) will completely clear it.

Dear Steve,

Being the Oracle you are, I thought you would answer these questions for me·

1 Does the Mega-32 bring the Mega-CD's graphics up to 32-Bits along with the Megadrive, or does it only allow you to play full-motion videos?

2 Is the 'Sega Audio/Video Cable' described in the Megadrive's instruction manual the same thing as a scart lead'?

3. If they are different, how much does each one cost, and which is the best?

James Harris, Rochester

STEVE:1. Both. 2. Yup. 3. I dunno. What am I, Mr Tandy Warehouse?

Dear Steve,

Please can you answer these questions

1 Is it worth buying the CDX Pro? (I can get one for £20).

2. Is it worth converting my Megadrive to play at 60Hz? (The US and Jap standard)

I have SFII and know at 60Hz the picture is the proper speed with no borders

3 Where can I get it converted?

4. Has Double Switch been delayed? I can't find it any where

5 My Dad might be buying a PC CD-ROM. Should I buy Rebel Assault on the PC or wait for the Mega-CD version?

6 And finally I have Sonic 3, and just lately on the Chaos Emerald bonus stage when I touch a blue ball the picture nearly always pauses for a few seconds, but the music carries on WHAT'S GOING ON?

Melon Man

STEVE:1. Yep. 2. It depends. If your Megadrive is no longer under warranty, yes. But is it worth it for one game? 3. A church, or wait for the Jehovah's witnesses to come to your door. 4. It's out there. Somewhere. 5. They are both very good. Obviously the PC version looks clearer, but the Megadrive is just as playable

Dear Steve

Please, please could you answer these questions

1. Can you play on American or Jap CD game on the UK CD?

2 Is Mortal Kombat II in the making for the Megadrive?

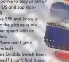
3. Wil NBA Jam come out on the Mega-CD? If so when?

4 When will Super SFII be out on the Megadrive?

Liam Roxburgh, Liverpool

STEVE:1. Only with a CDX cart. 2. Yup, see last month's issue for the first ever pics. 3. Nope, never. 4. We reckon it'll be here for July.

IF YOU DON'T KNOW ME...



Dear Steve,

I would be grateful if you d answer these questions

1 Does the Mars enhance the colour palette of the Megadrive?

2. Will there be a sequel to the brilliant Eternal Champions?

3 Will Sonic 3 be released on the Master System or Game Gear?

4 Will there be a sequel to Micro Machines?

5 Will Soleil be any good?

Clifford Cardona, Gibraltar

STEVE:1. Yes. 2. Possibly. 3. No, but Sonic Chaos 2 will. 4. See last month's Work In Progress. 5. It looks good, but it's too early to say.

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Inside Sega Amusements

An unassuming industrial unit in New Malden, Surrey, is the powerhouse of Sega Amusements Europe, unarguably the most dynamic mover in the arcade sector at the moment. Kenji Horii, Managing Director of the Amusement Machine Division was interested in our Arcade Special last month. After he arrived back from the JAMMA show in Japan (the world's biggest arcade showcase), he invited Gus Swan down for a revealing chat...

GUS:Thank you for taking time to speak to Mean Machines, Mr Horii. How long have you worked with Sega Amusements?

HORII For about five years Before that I was involved in the export trade with arcade machines from all companies At Sega
for their products At the mo
moting Virtua Racing, Juross
Fighter and Jurassic Park.

GUS:Looking at that line-
emphasis is on the new C
board. Have Sega aband
old PCB cabinet for good?

HORII No, but things are mo
forward We still have a rang
products, but we have to jud
carefully what is right for eac
market. If you look at the cat
logue of new games at the
JAMMA show, we have still h
some sprite games, like
Dragonball Z VS There's still
market for the PCB, but we
expect it to shrink

GUS:Looking at the other
at the JAMMA, like Konam
Fantastic Journey and Cap
Super Streetfighter Turbo,
seems to be an emerging
ogy gap between Sega an

HORII The hardware matters The level of hardware is advancing all the time, PCBs are reaching the potential level of CG technology However, most sprite games are nowhere near that level After CG has been available, Virtua Fighter for example, and
game inevitably

e other manu-
ioment is that
the level of
ecessary to cre-
ity games
e of them are
mi,Namco and
r example, but
not there yet.
iave to increase
technology
l for the whole
stry, and in
re I think it will
possible for us
ommunicate
en companies

:Cooperation!
e something
ied Namco
lly see your-
self working together?

HORII Yes, Namco has already introduced technology in the same league as CG At the moment they are very strong competitors, and I admit, that would make it difficult for us to cooperate at present

GUS:On a personal level, what do think of Namco's polygon gam

HORII There ar
two sides to the
question They
good games R
Racer is a good
game But in o
industry, succe
measured in h
games generat
money I'm not
sure that these
games, howeve
good, will be su
cessful in gene
money But Rid
Racer is good

GUS:How do
see Ridge Rac
competing wi
Daytona?

HORII Daytona
just been relea
the market, an
we've only intr
duced the delu
version, and fr
the income lev
so far well, I'
very happy! At
in the London Trocadero, they installed Ridge Racer first about two months ago. They installed Daytona about a month later, because we delayed

GUS:On purpose?

HORII Yes! They started much earlier, and now I believe it's going in our favour

GUS:Still on technology, does it annoy you when people compare Virtua Fighter with Streetfighter II?

HORII No, I welcome it I think it's good for the industry Now's the time for us to compare the different levels of technology

GUS:Sonic: The Arcade Game is your one PCB. Do you have any plans to transfer more characters from the Megadrive to the arcade?

HORII We will have many more Sega-branded characters There's Sonic and Tails of course, and many more to come, but these are mostly suitable for the home market They help attract younger children to the machines, but the arcades are something different Few arcade games actually require characters to make them successful

GUS:What do they require?

HORII The game itself is much more important The depth, the playability Home video game use is entirely different People can play half an hour, an hour Who is going to spend the same time on an arcade machine? We have to develop our games to deliver the fun within a couple of minutes maximum Our development is concentrating enjoyment within that short time Making a character game ne is very difficult nage of the character important maging the image of a character in an rcade game is always potential danger

US What about your urrent branded games? Many seem to think that the Virtua Star Wars project has been shelved because you couldn't get the icense

HORII Getting the icense for Virtua Star Wars was very diffi ult, but it's been achieved The game sn't out yet, but I'm xpecting a version for the middle of May, so a release shouldn't be too far away It's a Model 1 CG game There aren't any other licenses up and oming, but our licens- team are always looking for good films

GUS:Like Jurassic Park?

HORII Yes. I see your Arcade Special noted how Jurassic Park was like our Rail Chase game It's actually part of our corporate strategy You see, in

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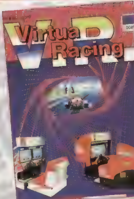


▲ Both versions of Virtua Racing.

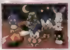
Japan this sort of this is called a 'Love Chair' or 'Love Seat'. It's designed so a boy and girl can sit together and in Japan they do. It's not really European or UK style! Also little children can sit with their parents as well as lovers. It's a family machine and part of our strategy to widen interest in arcades as places of family entertainment.

GUS:So you think the machines have been misunderstood over here because of cultural differences. I mean, people tend to think, "What's this? Ooer, I feel a bit sick!".

I don't really think it's the movement that causes the problem. It's more to do with the style of the game. They are the first of their kind in the European arcades, and the style here is different. We have faced some difficulty with Rail Chase, and we might have the same with Jurassic Park if we don't choose the right arcades. This ride is really for young children or girls, not for experienced gamesplayers.

GUS:But how do you respond to those who say it's a poor use of a license? It's rumoured that Amblin Entertainment (the film's producers) were quite disappointed with it.

HORII That I haven't heard. I know it's done well in the States and Japan, and from our income level returns from Hamley's we're very pleased with it. Of course, Hamley's is the perfect site for it as there are a lot of children.



GUS:Income level — is that how you measure a game's success?

HORII Yes, I've got one today from Hamley's (shows spreadsheet with daily takings on each cabinet). See, Jurassic Park in comparison with the others (about £550) is a very good level.

GUS:I see from these figures that the big cabinets are taking more than the uprights.

HORII Yes, I don't know why that is. I think we still have a lot to learn about the kind of people playing our games.

GUS:With those figures I expect you could tell me what has been Sega's most successful game.

Sega's most successful? It's not a video game — it's a crane game. In Japan we have many different types of crane games. The biggest seller is UFO Catcher with 40 000 units despatched. In fact, people don't talk about 'crane games' in Japan, they call them 'UFO catchers'. The most successful video game Sega have had was Outrun which sold about 30 000 units worldwide. That's part of the reason we released the sequels, including the present Outrunners. Even though it's not CG level, it has been well received.

GUS:Suprising really, as crane games have never been big here. Do you think you could make them popular?

HORII I think so. A lot of it depends on the government. As you are giving out toys as prizes, technically it's a lottery, it becomes a licensing matter. It can be quite difficult to get licenses for these machines as it's a matter handled by local government. If they can understand these games are for children, not gambling, things could improve.

GUS:You talk about gambling. For many people that forms the image of amusement arcades: rows of fruit machines.

HORII That's our biggest problem. Sega are trying step by step to alter this image, by changing the atmosphere of arcades, making them attractive as family places. We want to distance ourselves from the fruit machine image.

GUS:You're doing this through the Family Amusement Centres. How many do you have now?

HORII Five, no six, in the UK. Brent Cross, Hamley's, Debenhams, Croydon, Bournemouth and now Reading. We plan to open about 17 to 20 this year — as many as possible.

GUS:They're all very southern. Can any of our Northern readers expect a look in?

NEW UFO CATCHER

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HORII Ah, I can't really say where they are opening! This is being coordinated from our Sega's main office in Cromwell Road. We are expecting to spread across the UK. Our main purpose is to grow, and by doing so change the image of the arcade. I don't think we can change the arcade market through our own operation alone — even if we had 100 centres, we'd still be small. So we want to influence other operators to follow our example, join our lead in changing the market. After all we make the machines, so we have to stimulate the market by changing its image.

GUS:At any point do you envisage UK amusement parks in

the same form you have in Japan?

HORII You are referring to last year's opening of Sega World, just outside Osaka. It was quite a big area, where we could show our biggest machines However the real one — what we call phase one of our theme park idea, opens this July in Yokohama Very big and lots of new machines.

GUS:How succesful has Sega World been?

HORII Sega World has exceeded all our expectations. We were so surprised that it has accelerated all our theme park plans We're forging ahead but this is the Japan story I've honestly no idea what going to happen in the European market

Doraemon prizes for the cranes.

GUS:But you have some theme park associations in Europe Euro Disneyland, for example.

HORII Yes, but that's for our standard arcade centre idea, not theme park. I feel our large scale theme park idea is perhaps too competitive with Disney's set up there. Sometimes we can cooperate, but I don't think Disney is a company you can cooperate with in such direct competition

GUS:You see yourself in competition with Disney?

No. Our business is machines, theirs is rides. But I think the profile of the theme park could change Certainly, I think there could be a move from conventional theme parks to technology theme parks They can be successful, but the site and size has to be chosen very carefully In the case of Euro Disney, they have their own problems. They chose the place and scale

JET RIDER
わくわくジャンボ

Fasten your seatbelts.

GUS:Can you give us an idea how much your machines cost? An upright Virtua Fighter, for example.

HORII That's around 900 000 yen, which translates into about £6,000. This increases to something like our Daytona deluxe set-up, which sells for about 2 200,000 yen or £16,000

GUS:Moving onto the Saturn, there's a lot of talk of exact conversions of CG games for home consoles. Is this true?

HORII We've already announced the splitting of new technology into the Saturn system for home use and the Titan board for the arcade. The systems aren't fully compatible, but it is easy to convert games from one to another. We've already started to develop for Titan, and moreover, we've already made the connection with Atari, Capcom, Konami and others to develop for Titan

GUS:So you obviously see this as a universal system?

HORII I believe so

GUS:To replace PCB?

HORII Not completely Even after the Saturn s launched, the Megadrive will still has some life. As long as there continues to be development it's a worthwhile market. If Megadrive development continues, there will still be a place for Megaplay in our arcade schedule (Megaplay is the multi-game 16-bit arcade unit)

GUS:Oh, I thought the Megaplay machines had disappeared You're resurrecting them?

HORII Yes we have a new brochure out It will mean putting out some more hardware We're choosing the games for it very carefully, only big games

GUS:With Saturn in the home and Titan in the arcades, you're squeezing out your old rival Nintendo. What do you make of their Project Reality?

HORII At one time Nintendo were big in the arcade market, but now they've completely disappeared To be honest, I don't have any info on their technology, but even if it rivals CG they may still have some difficulties They have no market They will have to come back from nowhere to market a high technology product In any case, we are developing our own Virtuality product.

GUS:With W-Industries?

HORII They changed their name to Virtuality It's coming really soon

GUS:This year?

Of course! I know that it will be a more compact system. We are looking at aspects like having supervisors standing by the machine. That is a troublesome area. Anyway, if the first game is successful, we're prepared to make more

GUS:And finally, what is your personal favourite game?

HORII I'm a businessman — the most saleable game is my favourite! But I think that Virtua

Racing is my favourite. Really, it was a world sensation, people had never experienced that kind of power before. It's a fast game.

But I feel I have to careful about games I like. Sometimes a good game is not always a successful game. The kind of games we want concentrate on are going to help the home market. I don't see a conflict between arcade and home. Our policy is to broaden the appeal through
phere of the arcades, creat
interest in games for peopl
to play them at home

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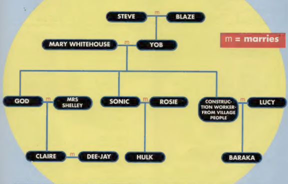
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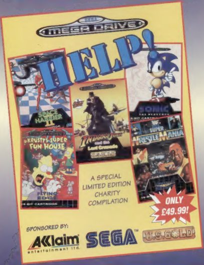
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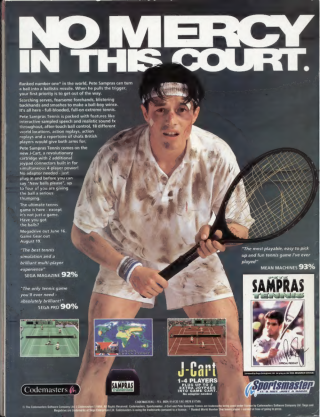

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